



“James”  
1014-151  
Final Board



ate 06/06/13

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 06/06/13
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Elizabeth Ito

Storyboard by  
Cole Sanchez  
& Andy Ristaino

JUN 27 2013

1014/151

1014/151

# ADVENTURE TIME



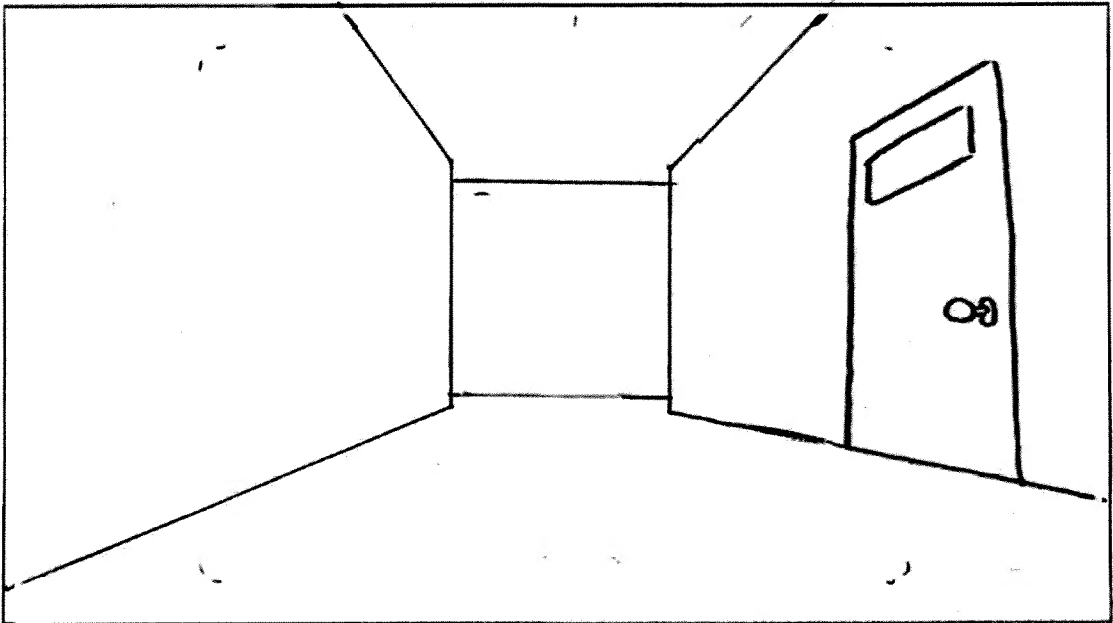
Page 1

Sc. 1

Pnl. A

Bg.

day night

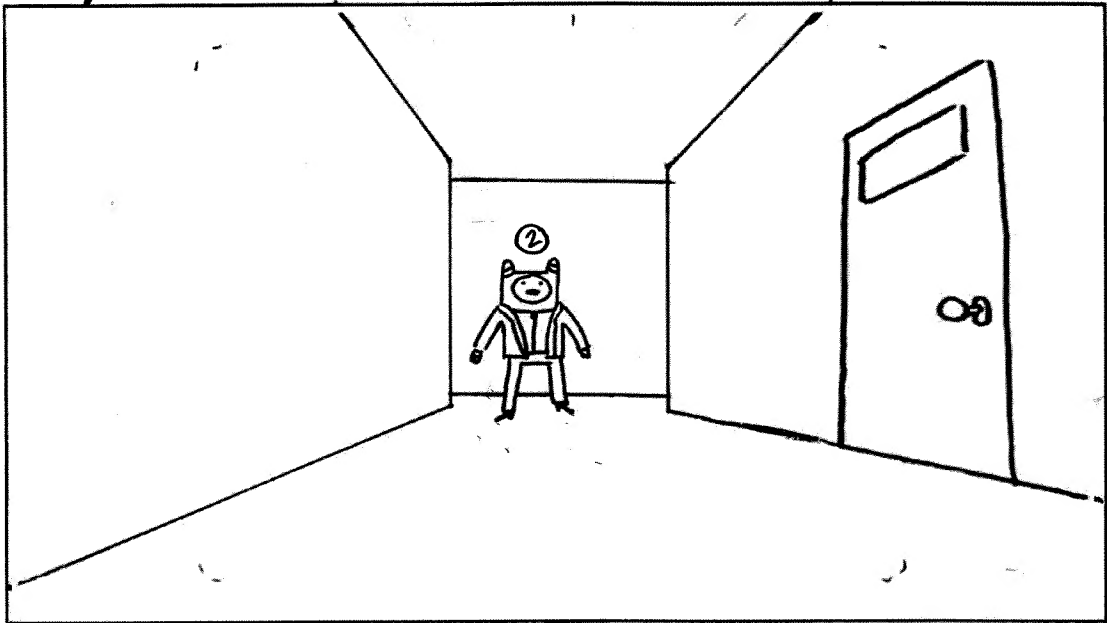


Sc. 1 CONT

Pnl. B

Bg.

day night



Dialog:

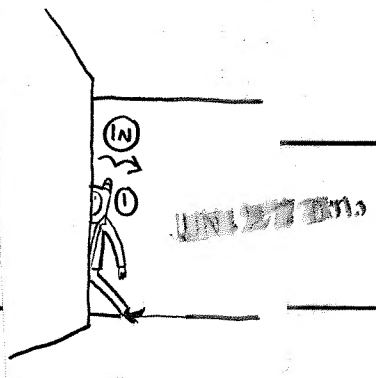
Ⓔ : Jake?

Action:

-INT. CANDY KINGDOM HALLWAY

-FINN STEPS INTO VIEW.

Timing:



Production :

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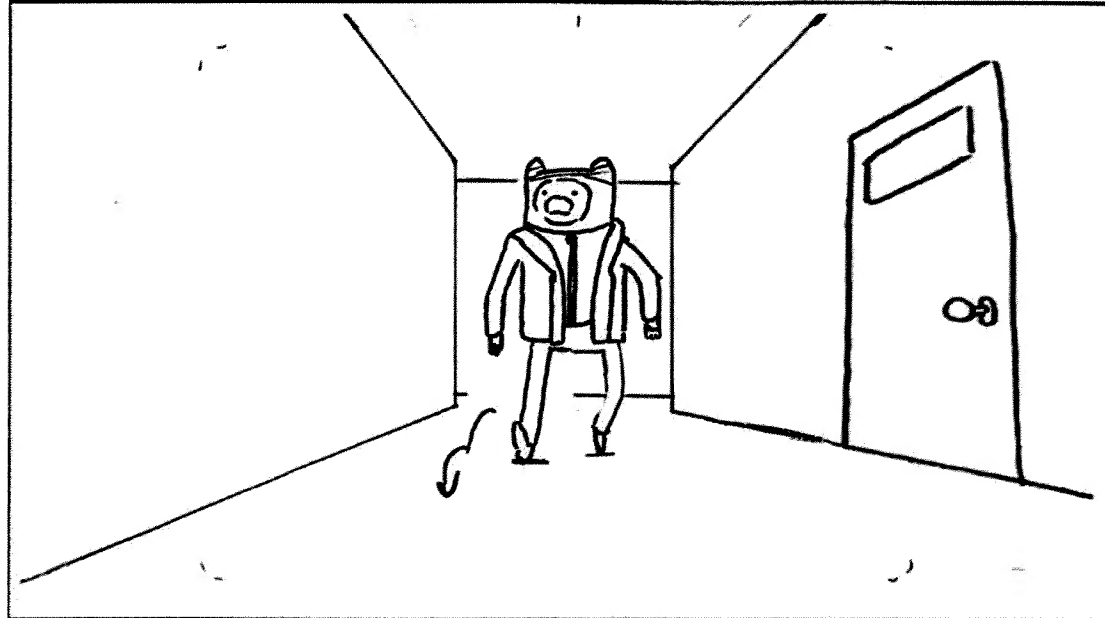
1014/151

# ADVENTURE TIME

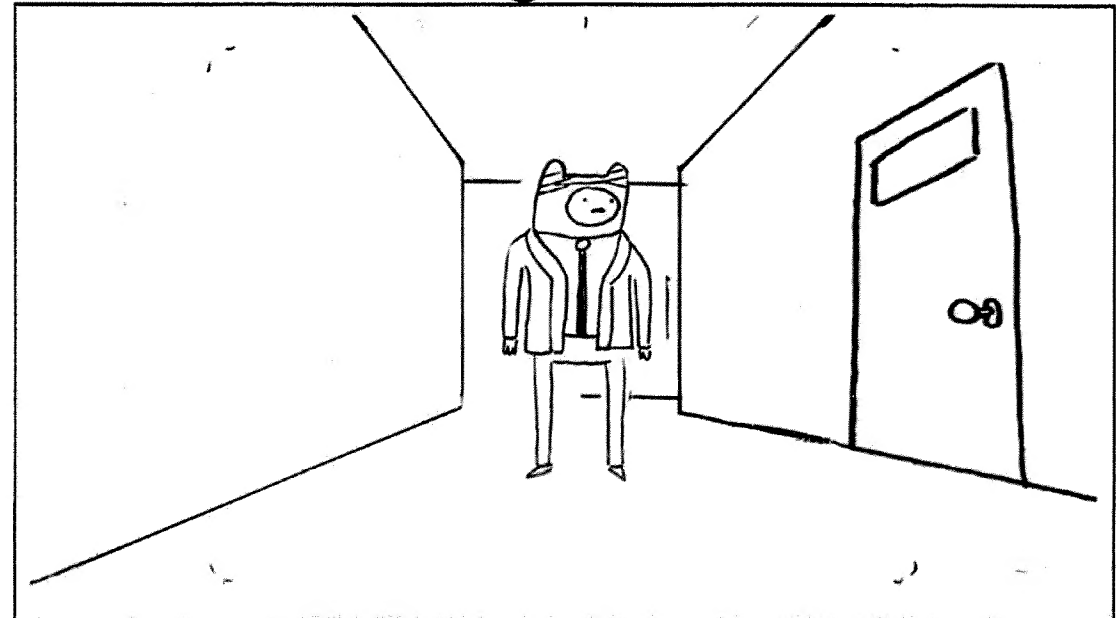


Page 2

Sc. 1 CONT Pnl. C Bg. day night



Sc. 1 CONT Pnl. D Bg. day night



Dialog:	(F) Jake?	
Action:	- FINN STEPS FORWARD	FINN LOOKS at storage closet
Timing:	JUN 27 2011	

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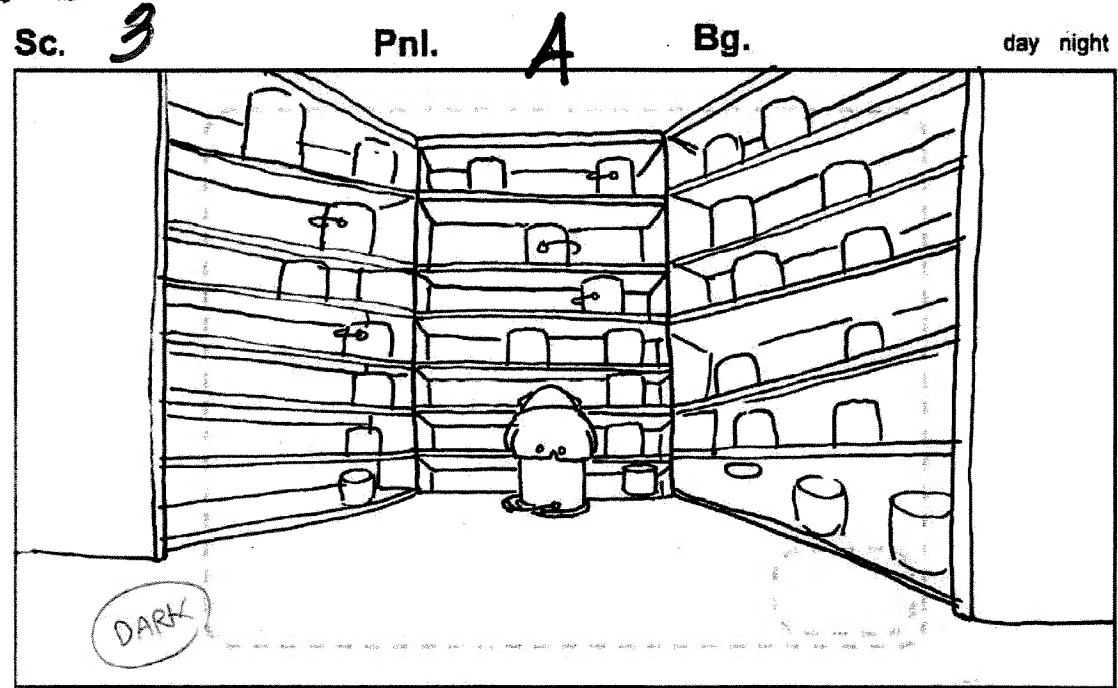
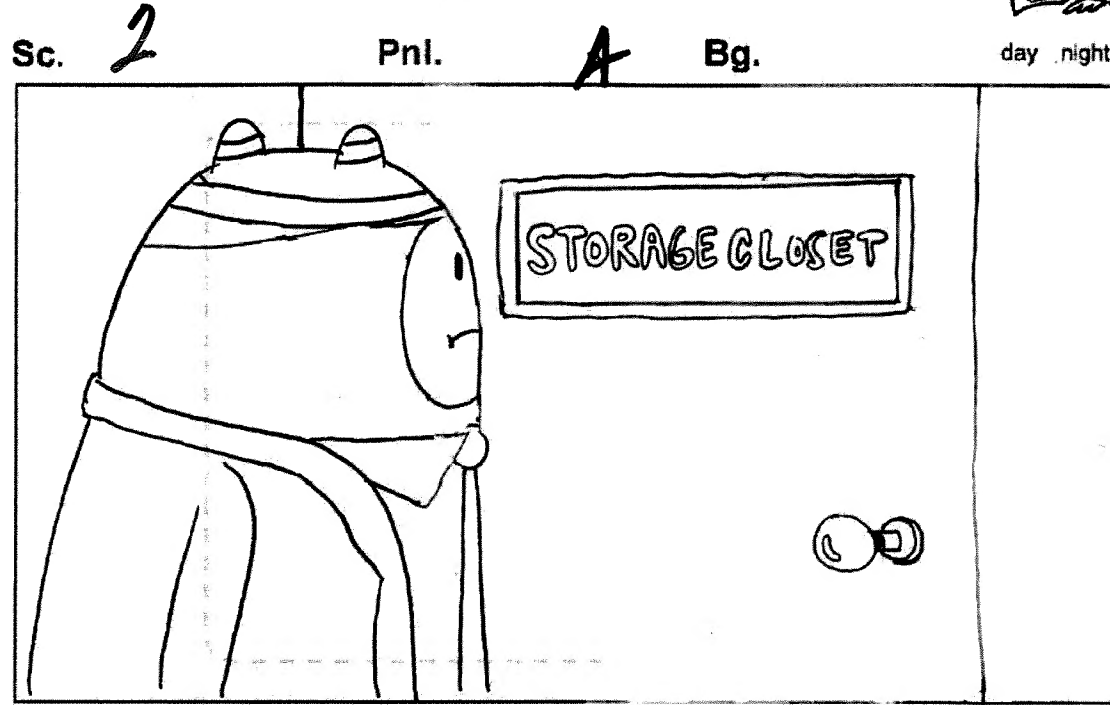
Production :

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# ADVENTURE TIME



Dialog:		JUN 27 2013
Action:		
<p>FINN LOOKS at storage closet</p> <p>- Dark storage closet - Jake sits on paint bucket, 5 gallon - Paint buckets on shelves</p>		
Timing:		

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Production :

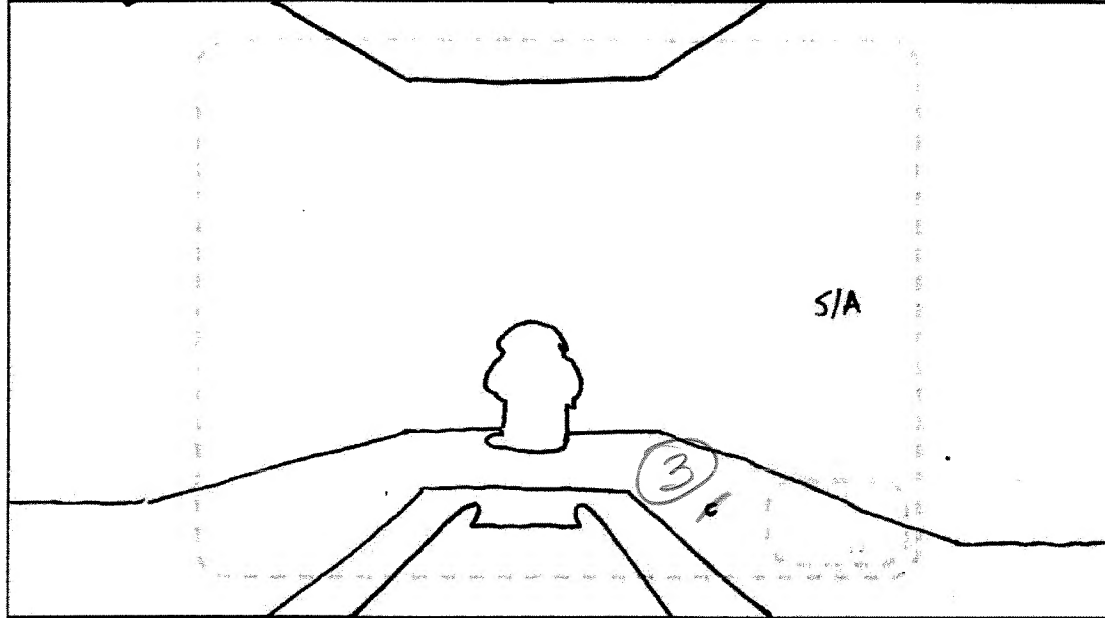


# ADVENTURE TIME

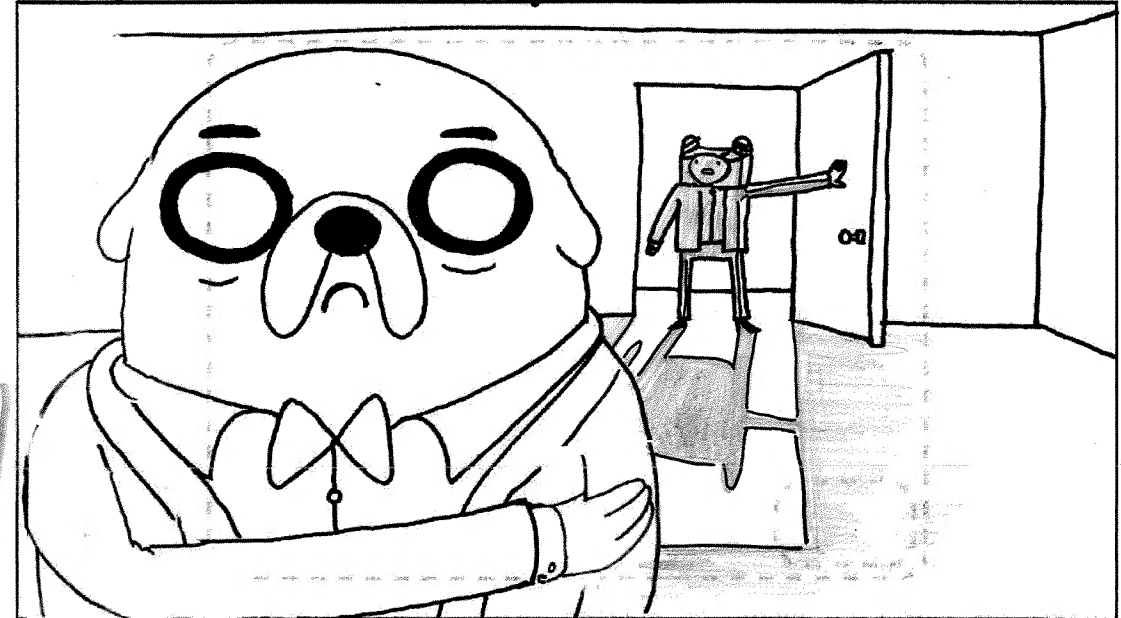


Page 4

Sc. 3 CONT Pnl. B Bg. day night



Sc. 4 Pnl. A Bg. day night



Dialog:

(F-) (CONCERNED) HEY MAN.

Action:

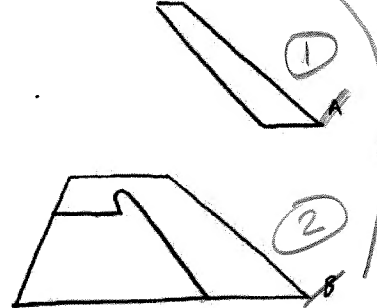
- door opens
- FINN'S silhouette in door light

DOOR OPENS  
A/B/C

- Jake stares blankly

JUN 27 2013

Timing:



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# ADVENTURE TIME



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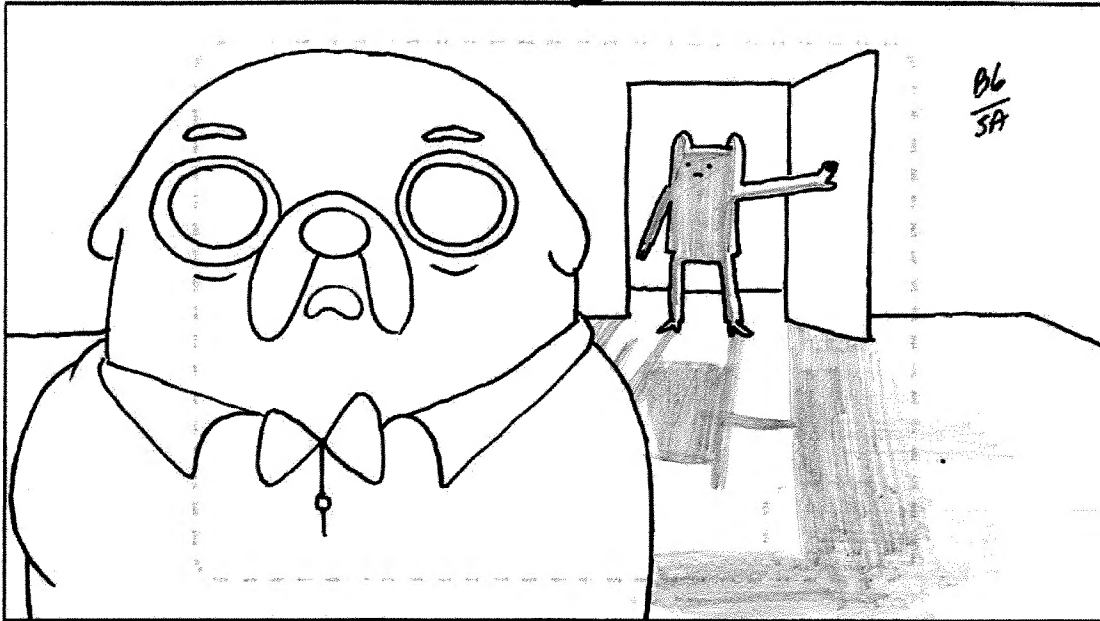
Sc.

*4 cont* Pnl.

*B*

Bg.

day night



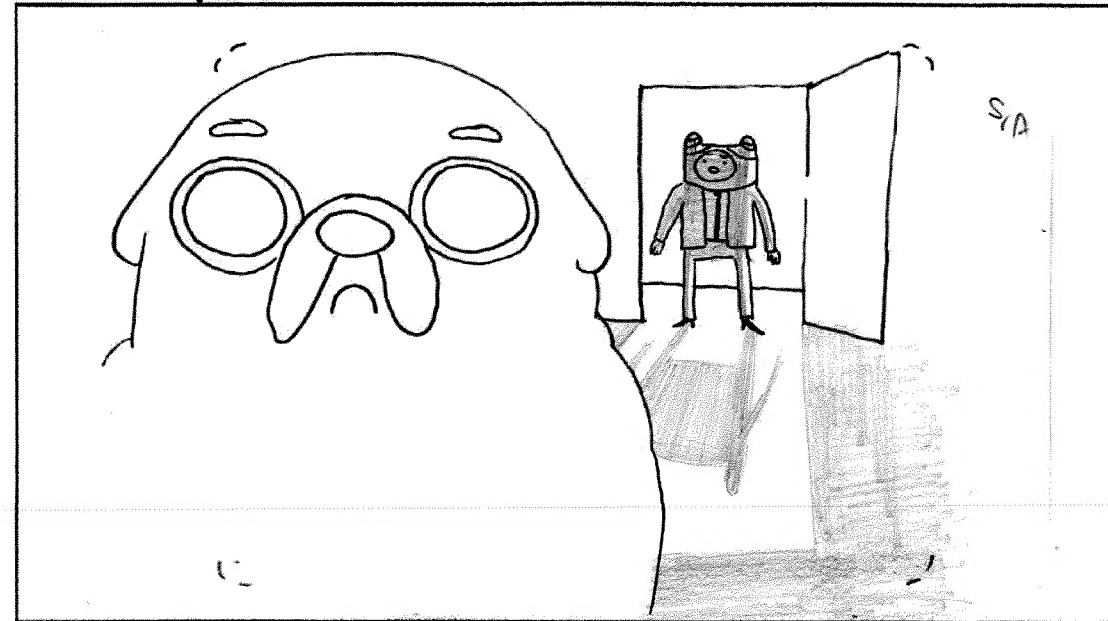
Sc.

*4 cont* Pnl.

*C*

Bg.

day night



Dialog:

⑤ (disconnected, traumatized) Hey dude ...

⑥ you still thinking about...

Action:

JUN 27 2012

Timing:

EPISODE #

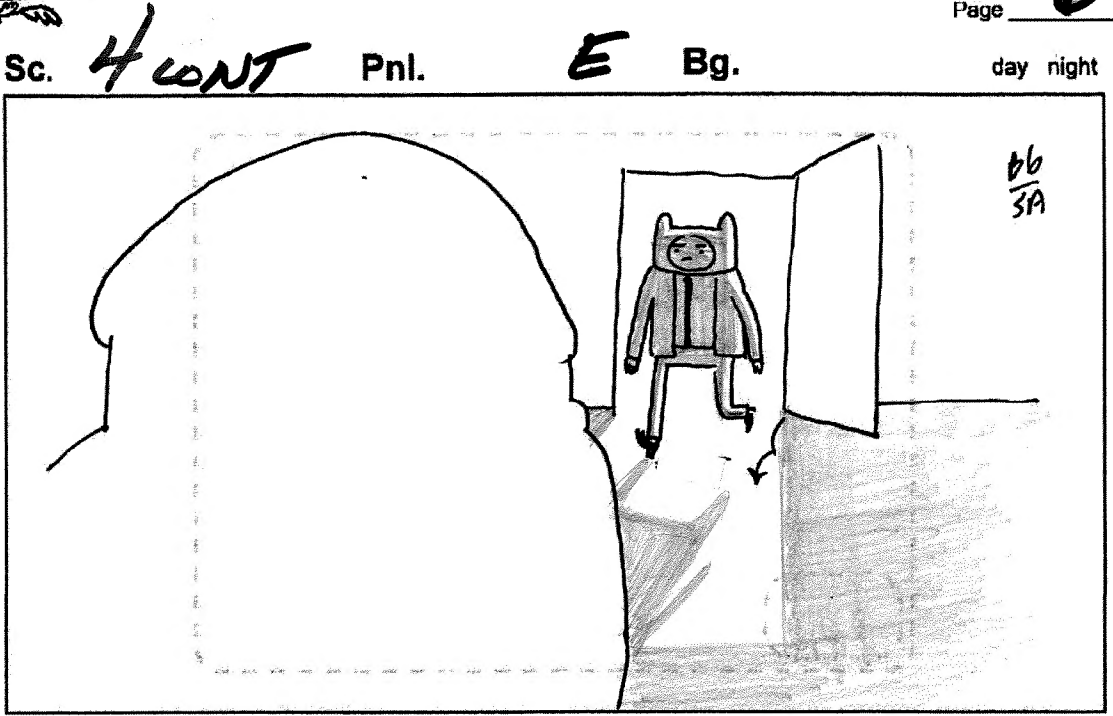
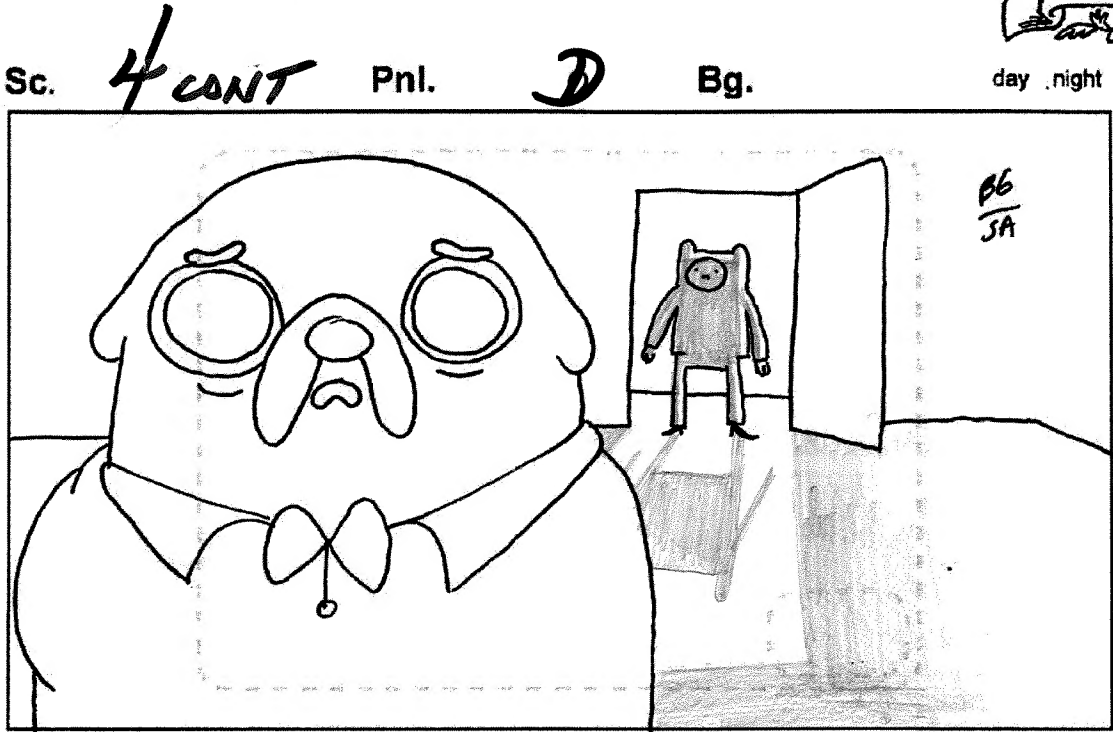
1014-151

1014/151

Production :

1014/151 1

ADVENTURE TIME



Dialog:	⑤ Yeah...
Action:	- FINN walks closer to Jake JUN 27 2013
Timing:	

EPISODE # 1014-151  
1014/151  
Production :

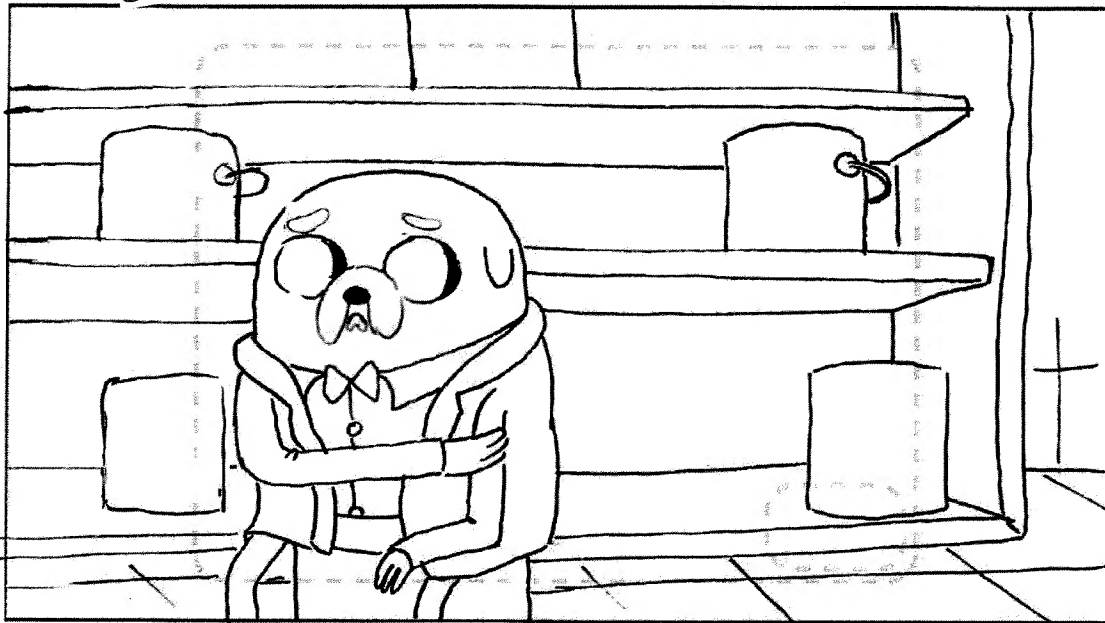
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# ADVENTURE TIME

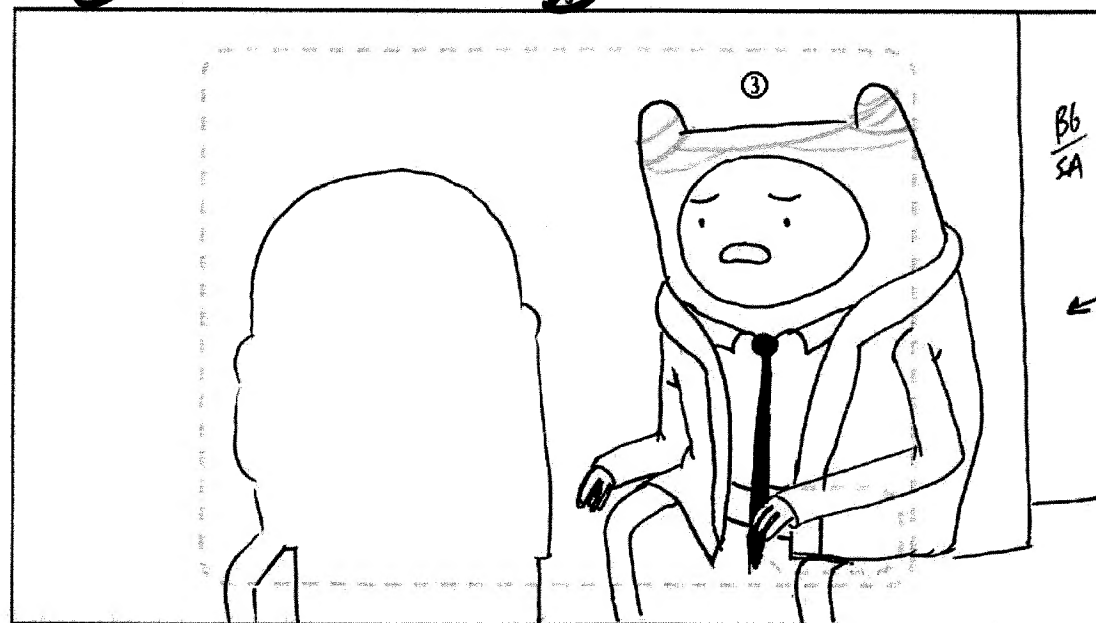


Page 7  
day night

Sc. 5 Pnl. A Bg. day night



Sc. 5 CONT Pnl. B Bg. day night



Dialog:

Action:

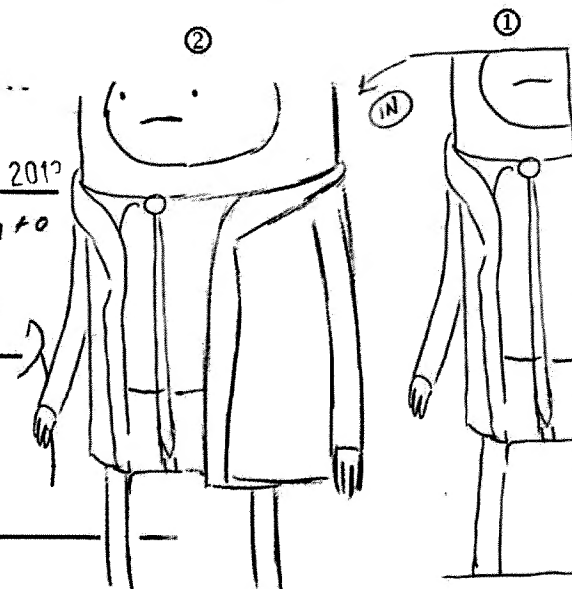
Jake stares blankly

Timing:

Ⓕ Yeah... me too...

JUN 27 2012

- FINN WALKS INTO  
SHOT...  
- SQUATS DOWN...



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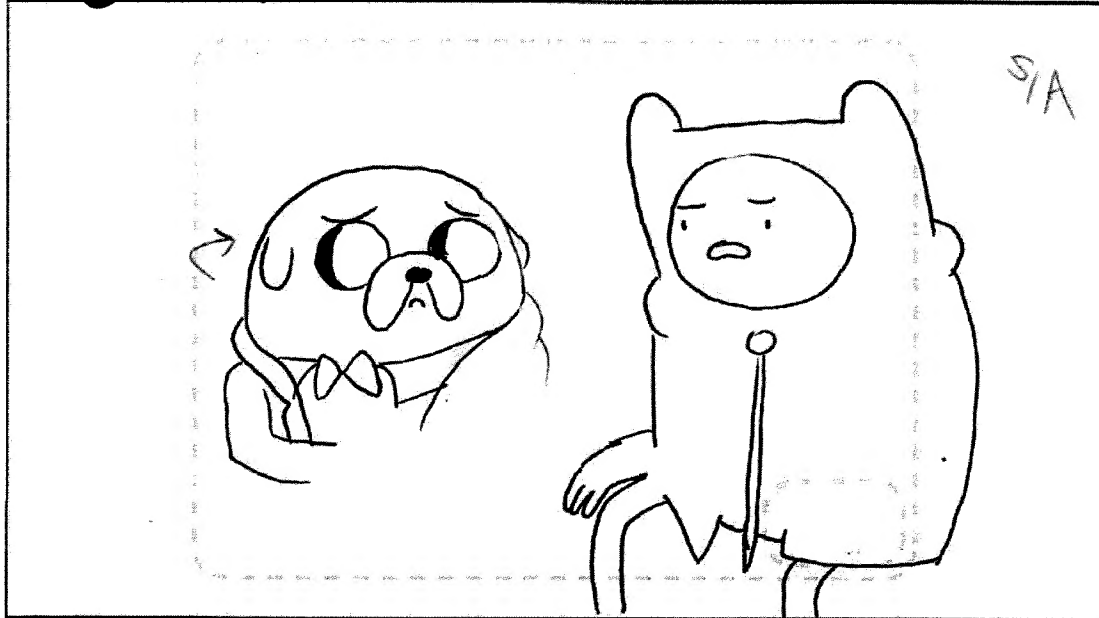
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# ADVENTURE TIME

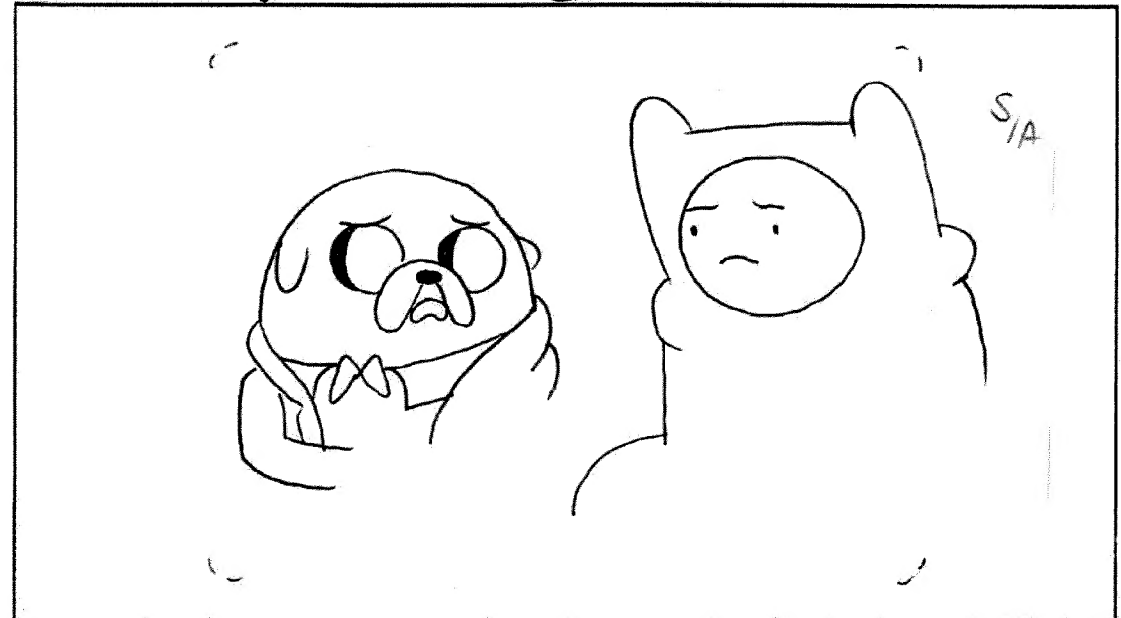


Page **8**

Sc. **5 CONT** Pnl. **C** Bg. day night



Sc. **5 CONT** Pnl. **D** Bg. day night



<p><b>Dialog:</b></p> <p>④ Princess Bubblegum's ready for us so... we should go.</p> <p>⑤ OK... just give me a few MORE MONTHS IN HERE AND I'LL BE READY.</p>	
<p><b>Action:</b></p> <p>— Jake looks at Finn</p>	<p>JUN 27 2010</p>
<p><b>Timing:</b></p>	

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Production :

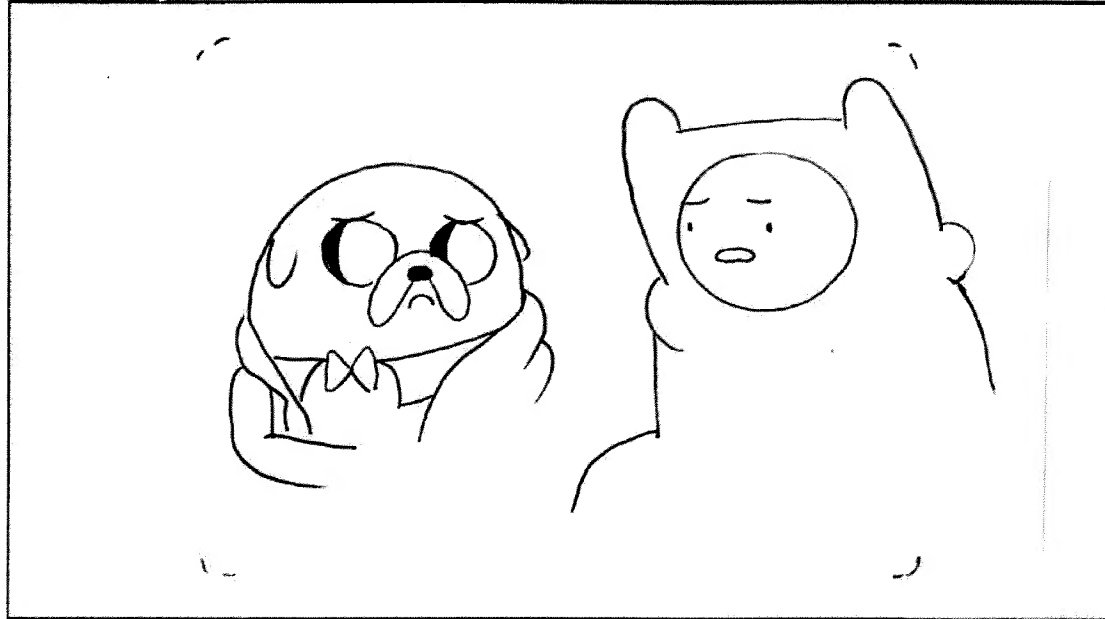
1014/151

1014/151

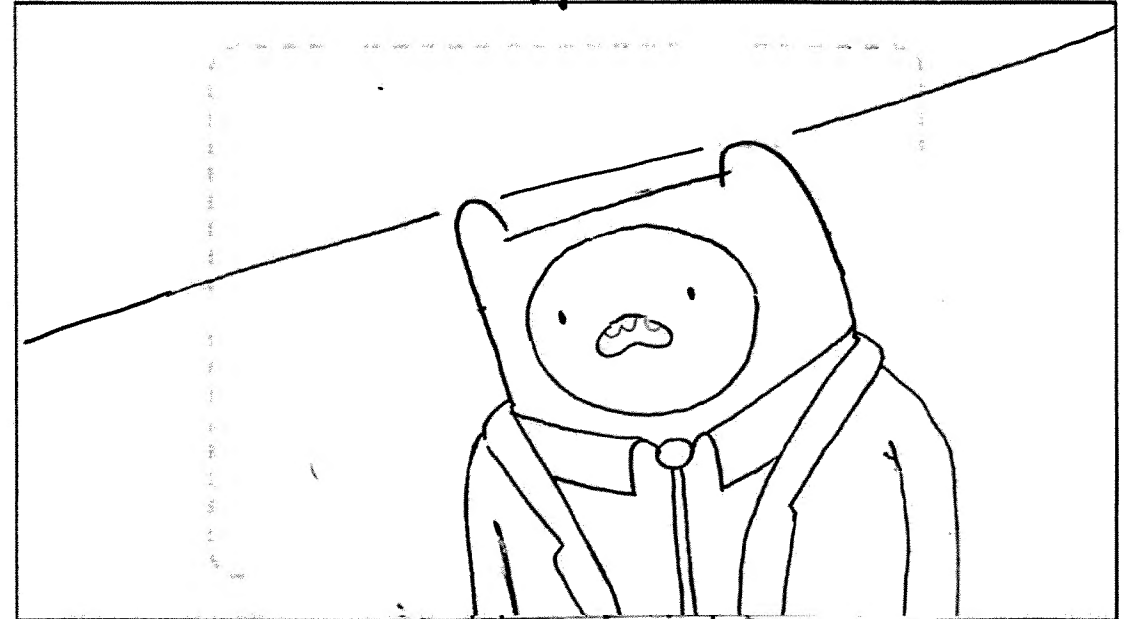
# ADVENTURE TIME



Sc. **5 CONT** Pnl. **E** Bg. day night



Sc. **6** Pnl. **A** Bg. day night



Page **9**  
**9A NEXT**

Dialog:	Ⓕ It's OK man, just play it off...
Action:	JUN 27 2015
Timing:	

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1014/151

Production :

# ADVENTURE TIME



Page 9A  
**10 NEXT**  
day night

Sc. 06 **cont**

Pnl. B

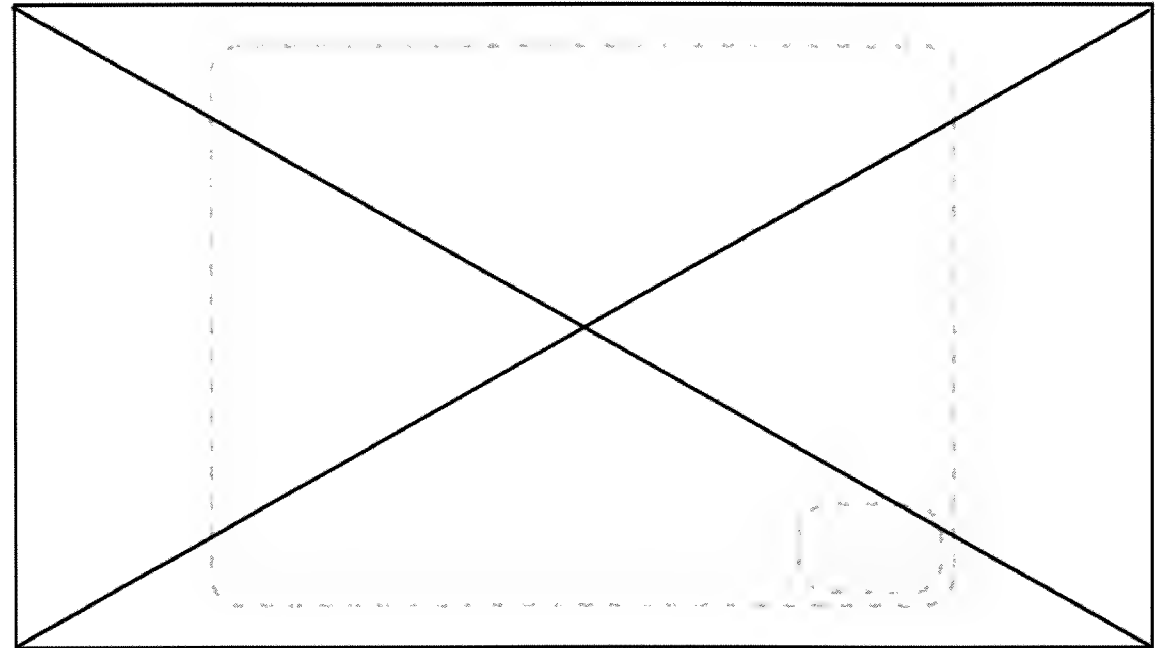
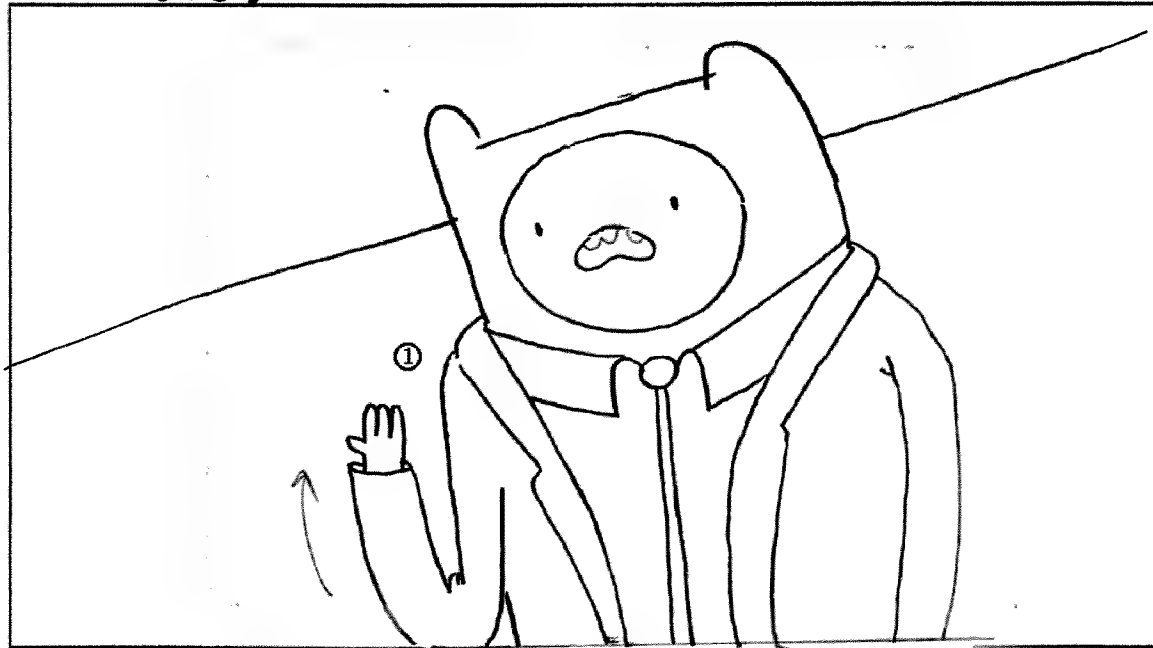
Bg.

day night

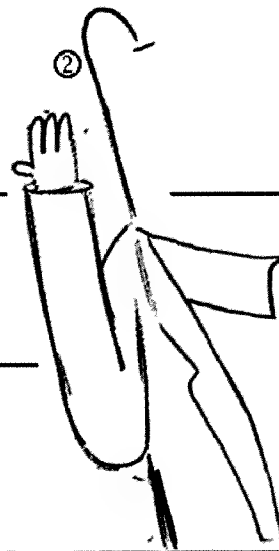
Sc.

Pnl.

Bg.



Dialog:	
(F)	just make a normal face...
Action:	
Timing:	



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Production :

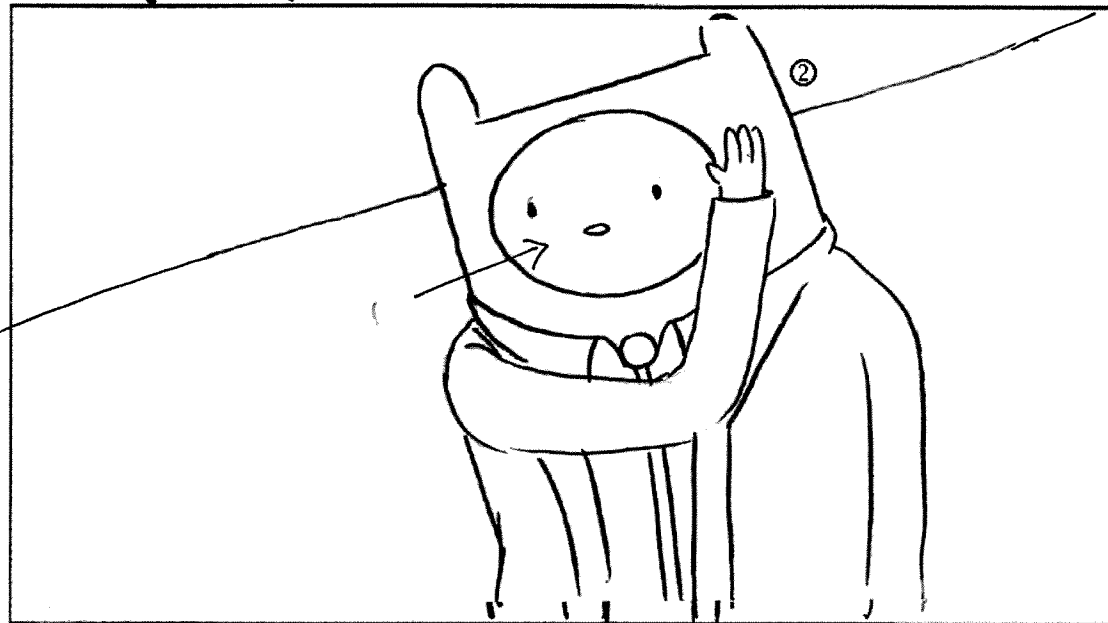
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# ADVENTURE TIME

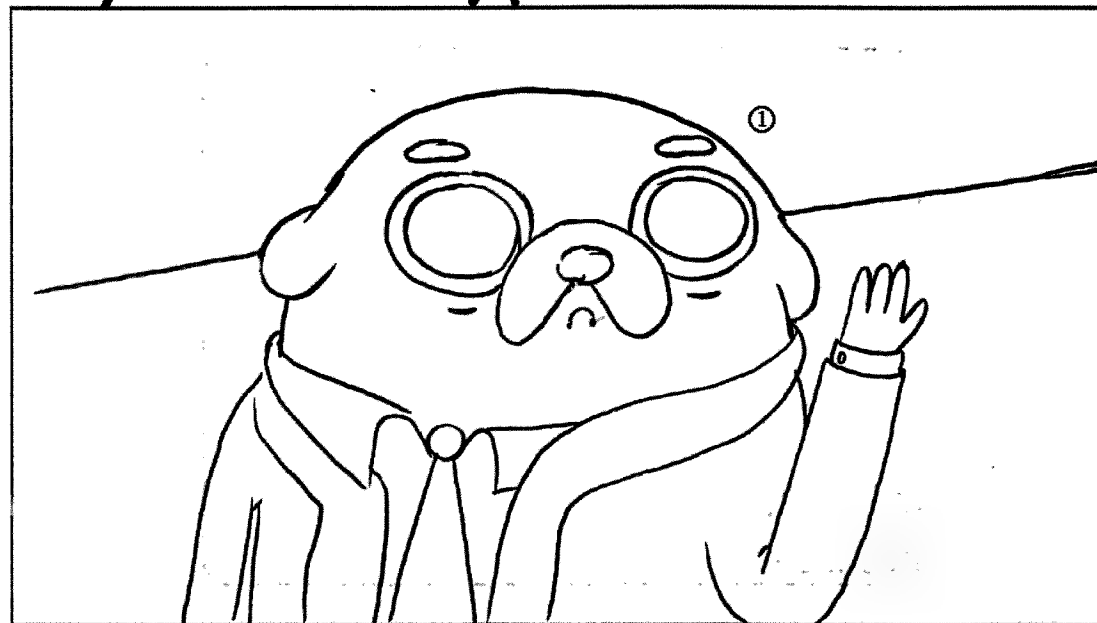


Page **10**

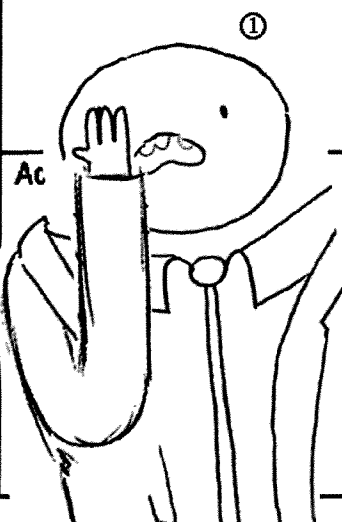
Sc. **6 cont** Pnl. **C** Bg. day night



Sc. **7** Pnl. **A** Bg. day night



Dialog:



⑥ see, normal face ...

-Finn wipes hand in front of face SLOWLY.

JUN 27 2013



Production :

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# ADVENTURE TIME

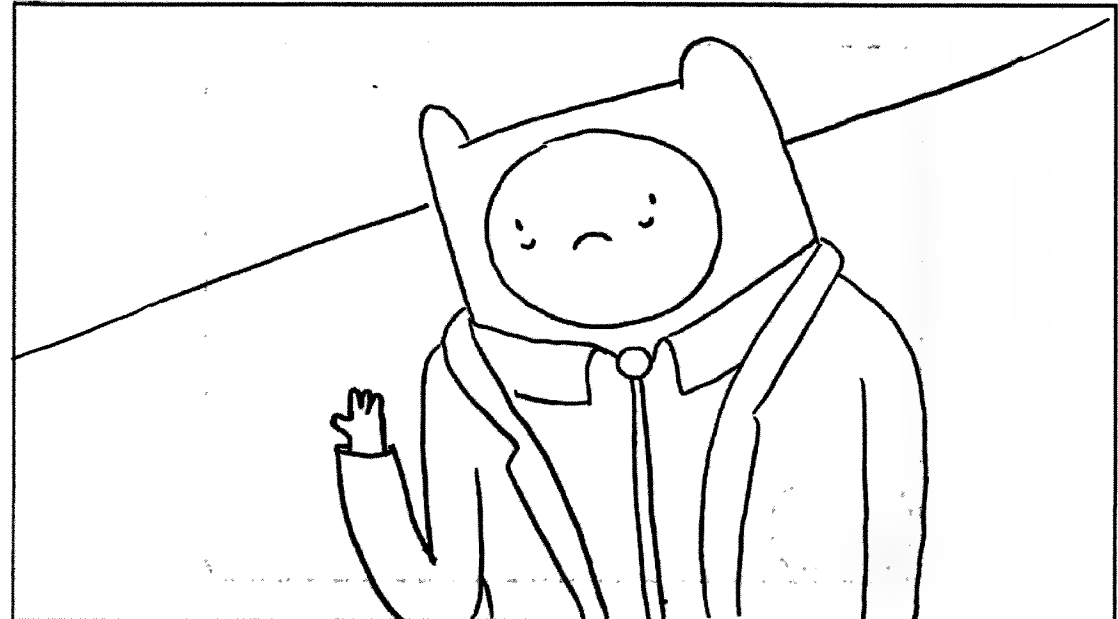


Page 11

Sc. 7 cont Pnl. B Bg. day night



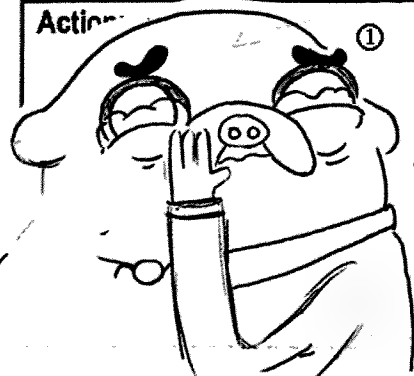
Sc. 8 Pnl. A Bg. day night



Dialog:

⑤ [sobs]

Action:



① - Jake wipes hand over face  
- sobs

- Finn makes a sympathetic face

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Production :

1014/151 1

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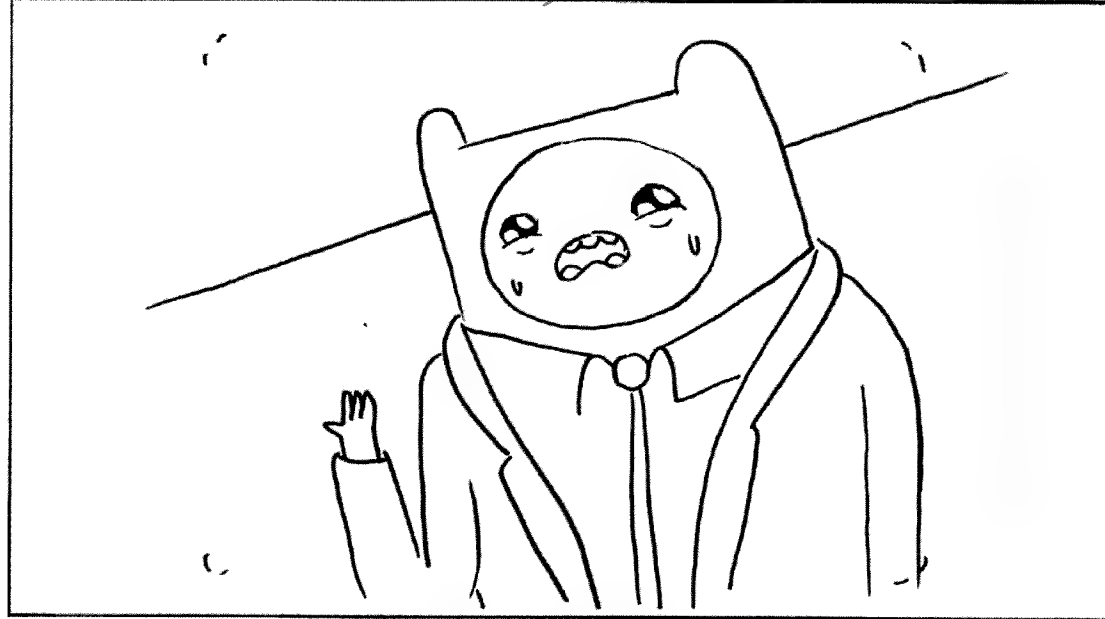
1014/151

# ADVENTURE TIME

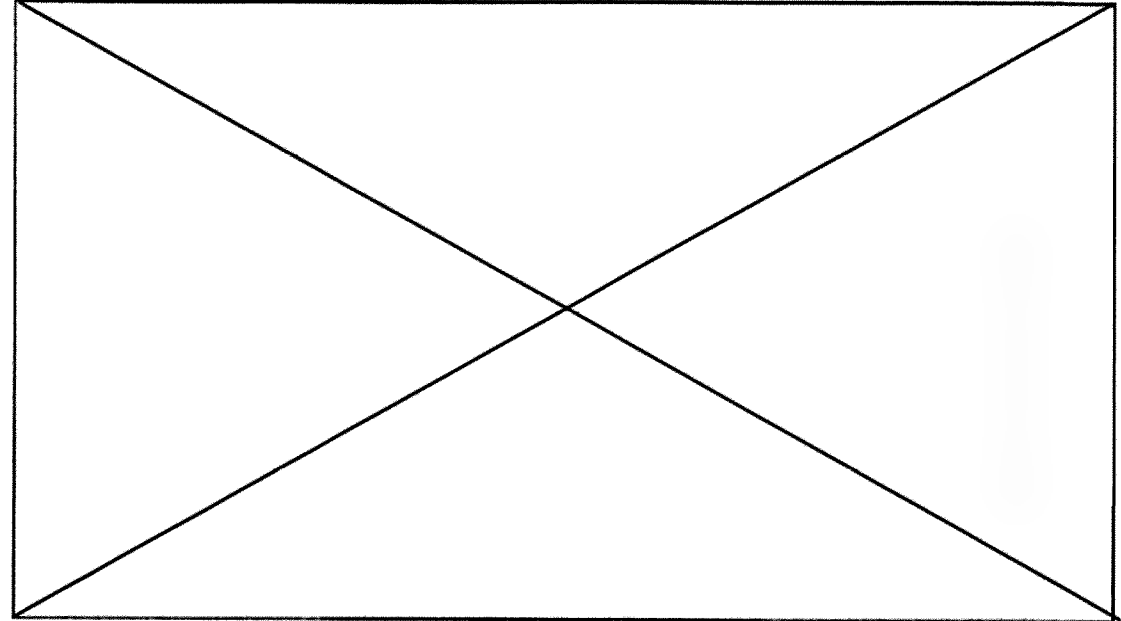


Page 12

Sc. ECONT Pnl. B Bg. day night



Sc. Pnl. Bg. day night



<p>Dialog:</p> <p><u>F: [sobs]</u> <u>J(o.s.) [sobs]</u></p>	
<p>Action:</p> <p style="text-align: right;">JUN 27 2013</p>	
<p>Timing:</p>	

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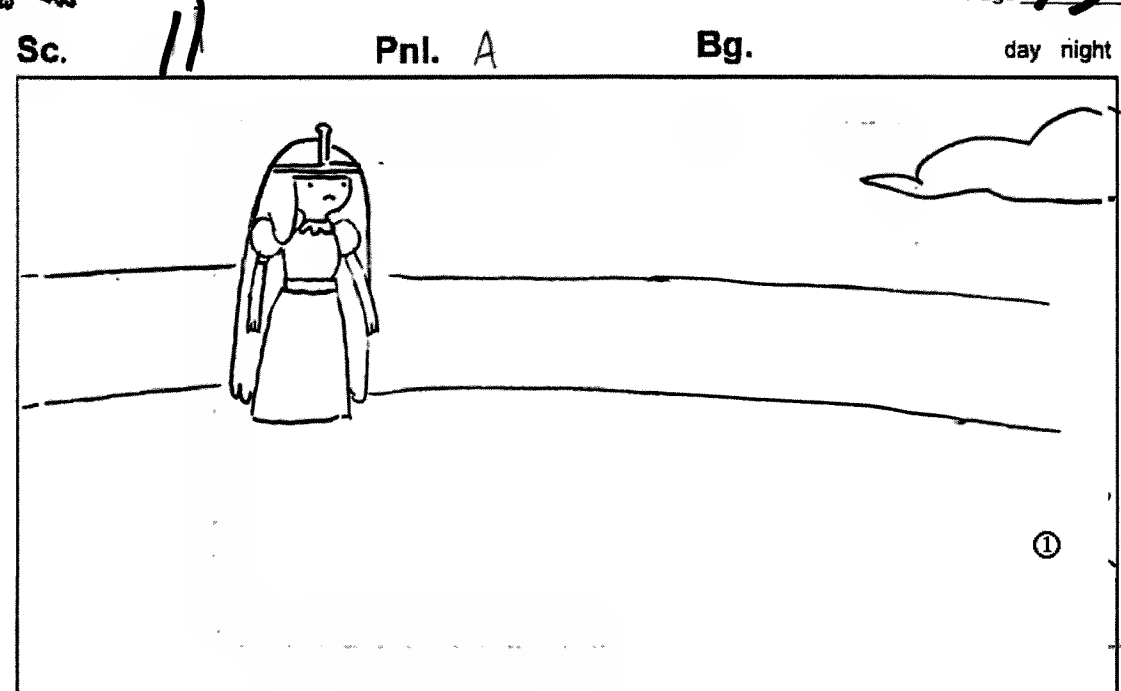
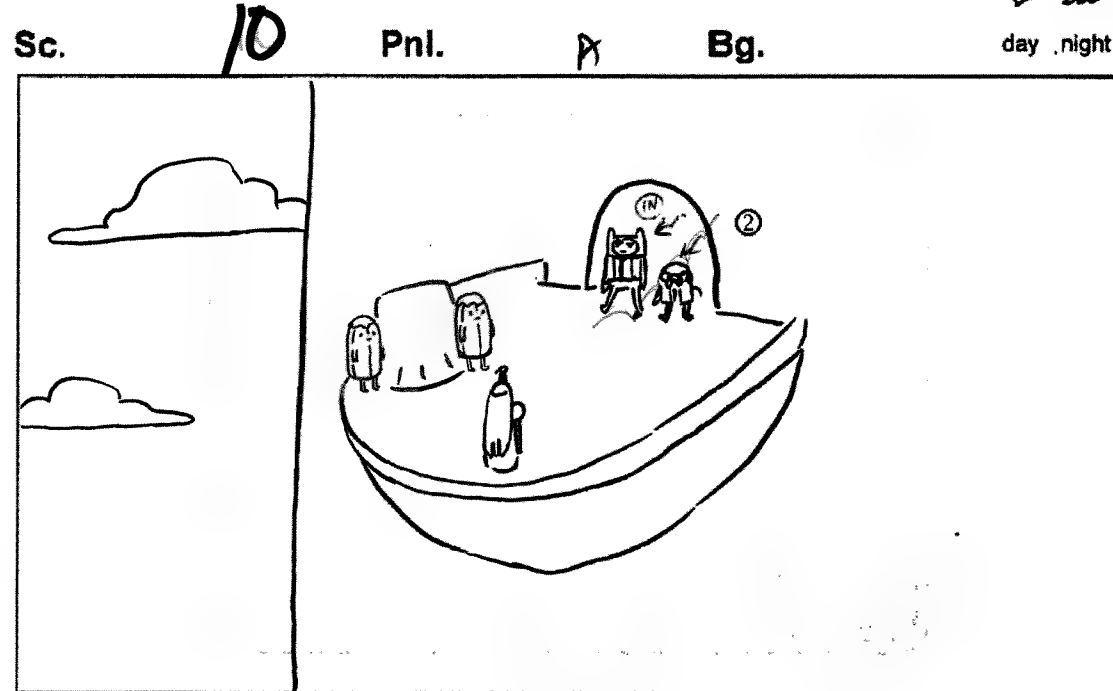
Production :

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# ADVENTURE TIME



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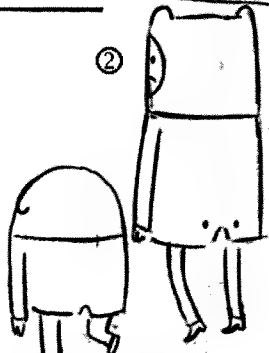
**Dialog:**

**Action:** - F + J WALK OUT ONTO BALCONY.  ① - F + J WALK ON/S.

**Timing:**

**Production:**

**JUN 27 2013**



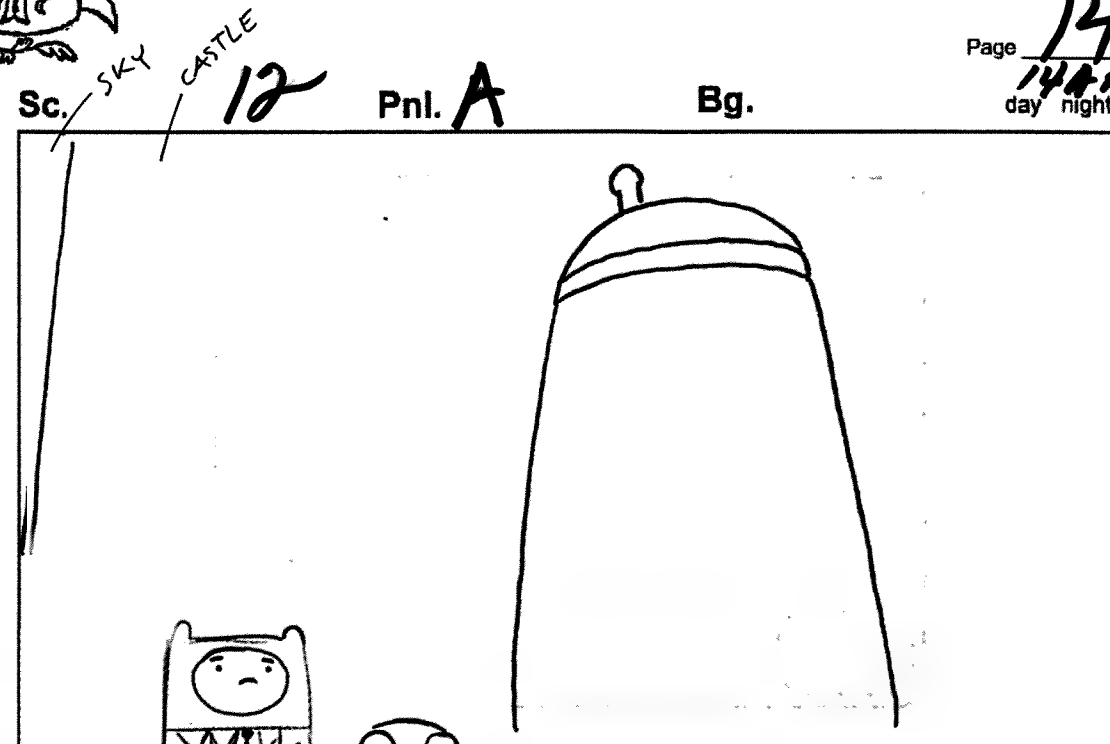
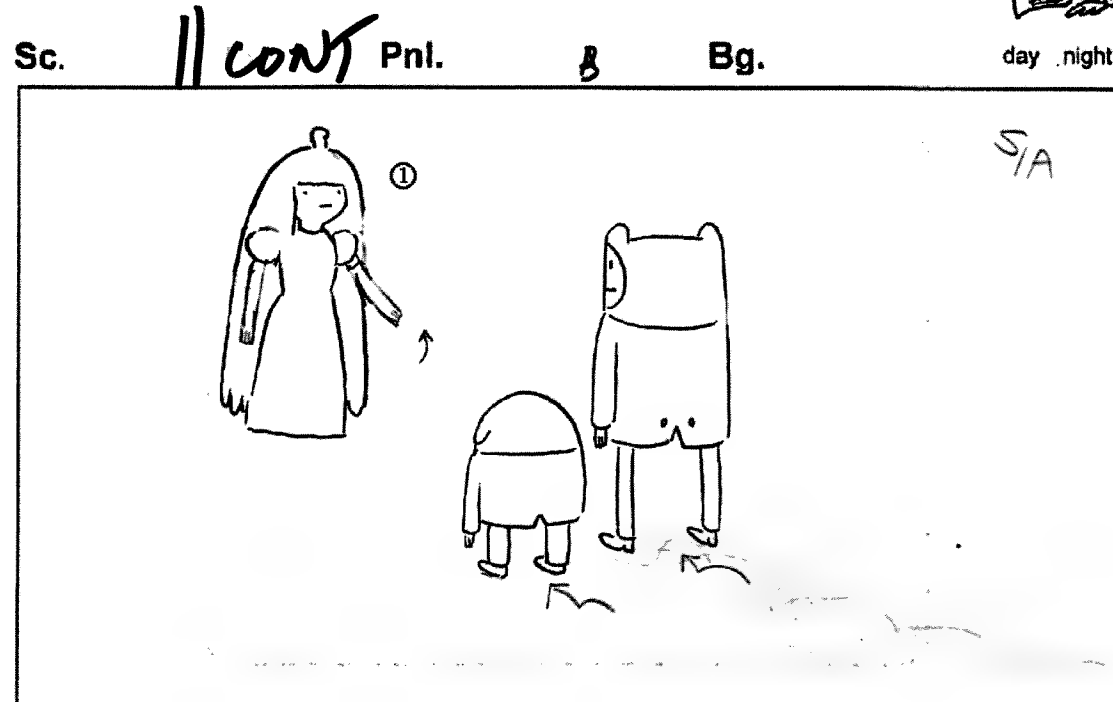
EPISODE #  
1014-151  
1014/151

1014/151

# ADVENTURE TIME



Page 14  
14 NEW  
 day night



Dialog:	
Action:	<p>- PB MOTIONS TO F+J</p> <p>- F+J TAKE TWO MORE STEPS FORWARD</p>
Timing:	<p>JUN 27 2013</p>

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Production :

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# ADVENTURE TIME



Page 14A

15 NEXT  
day night

Sc. 12 *CONT*

Pnl. B

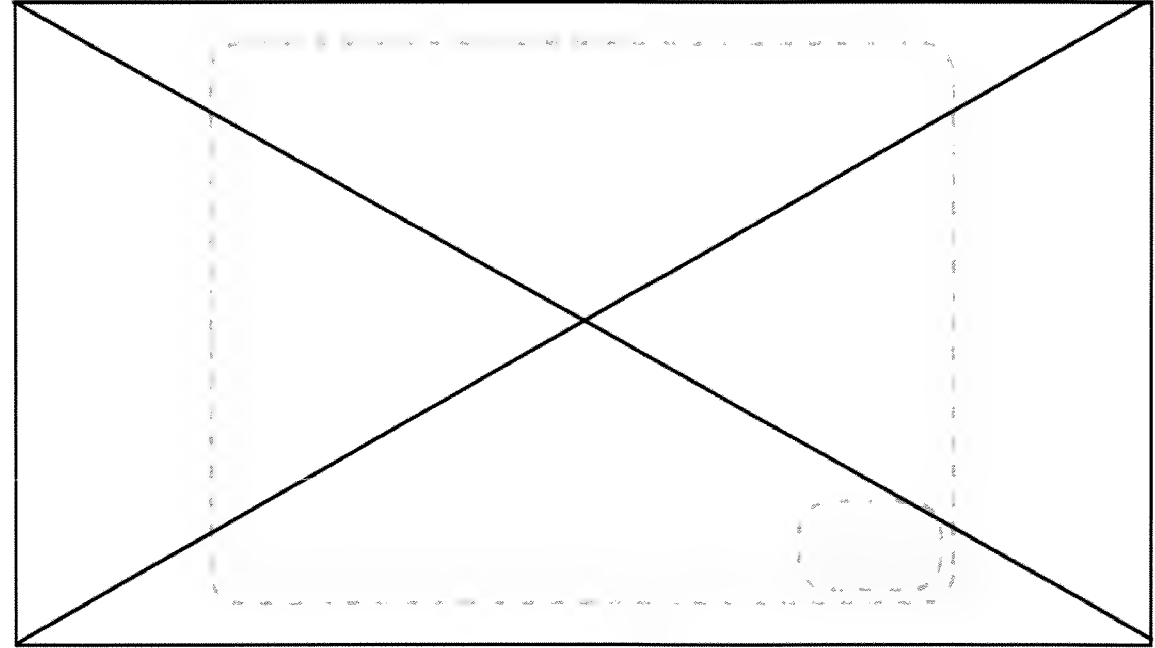
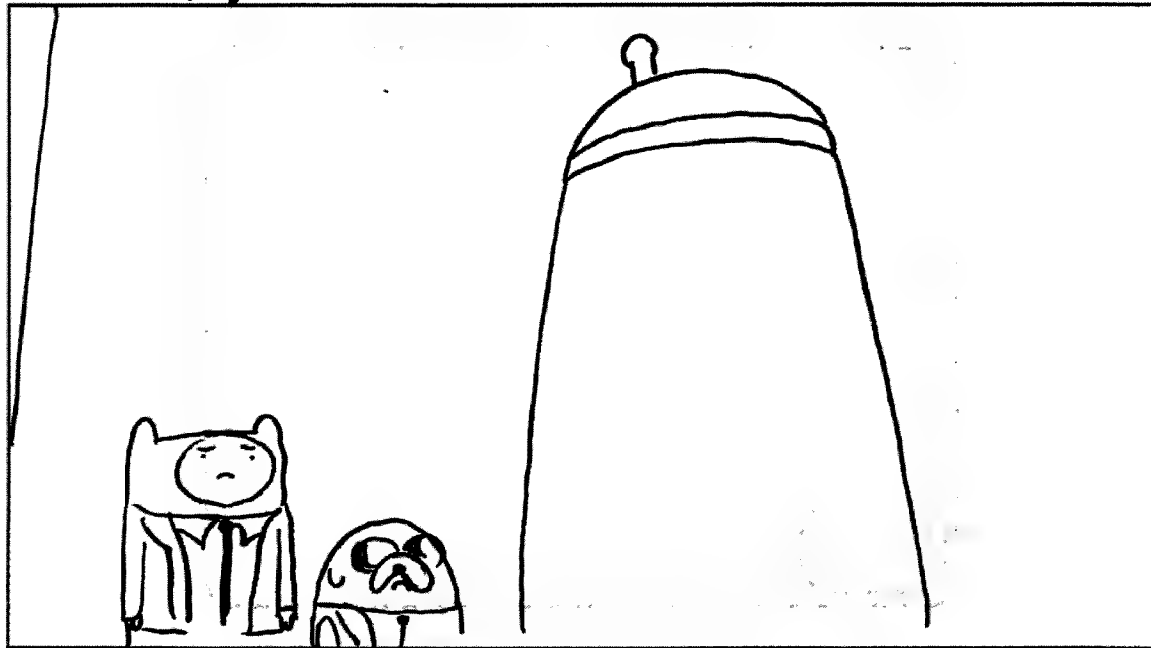
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:

JUN 27 2013

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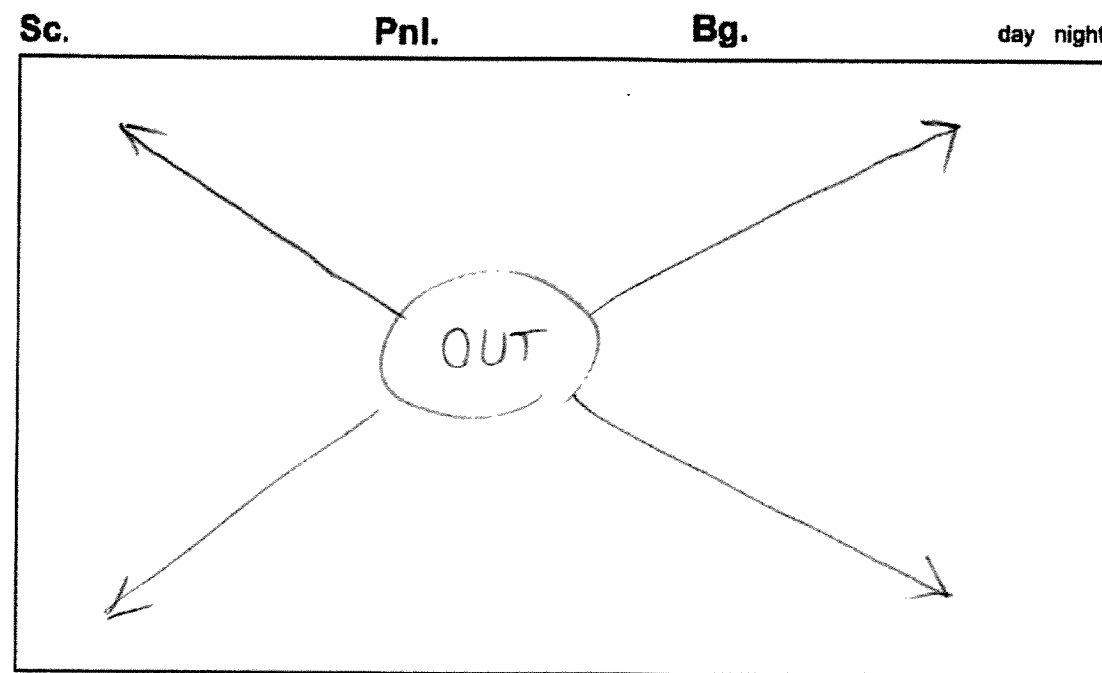
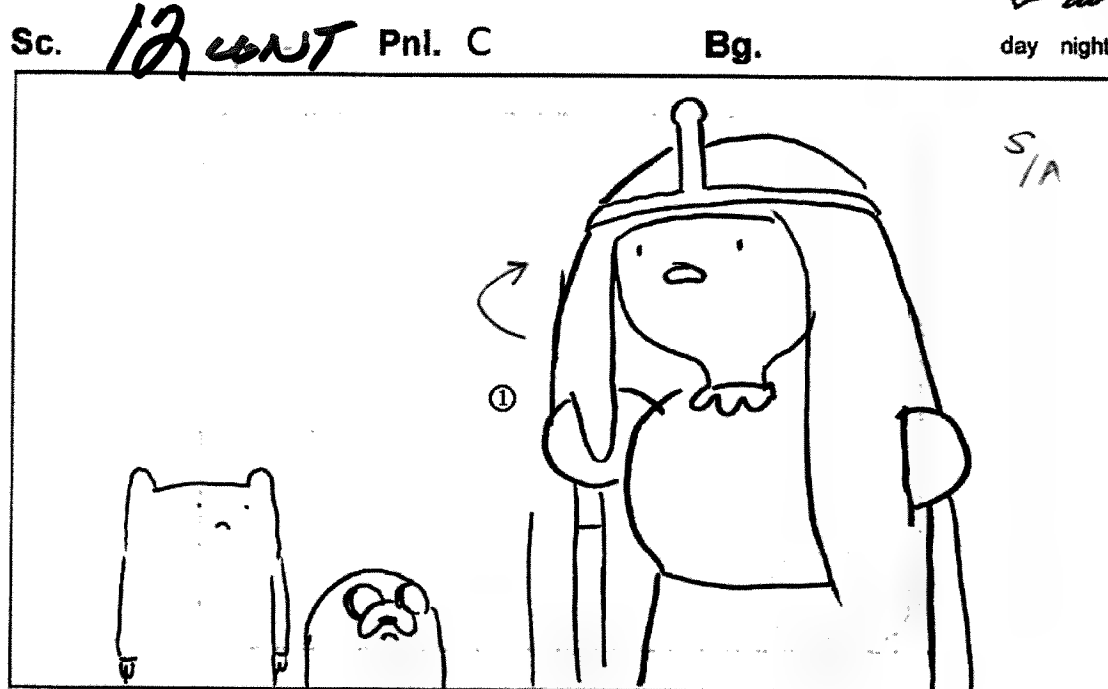
Production :

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# ADVENTURE TIME



Page 15



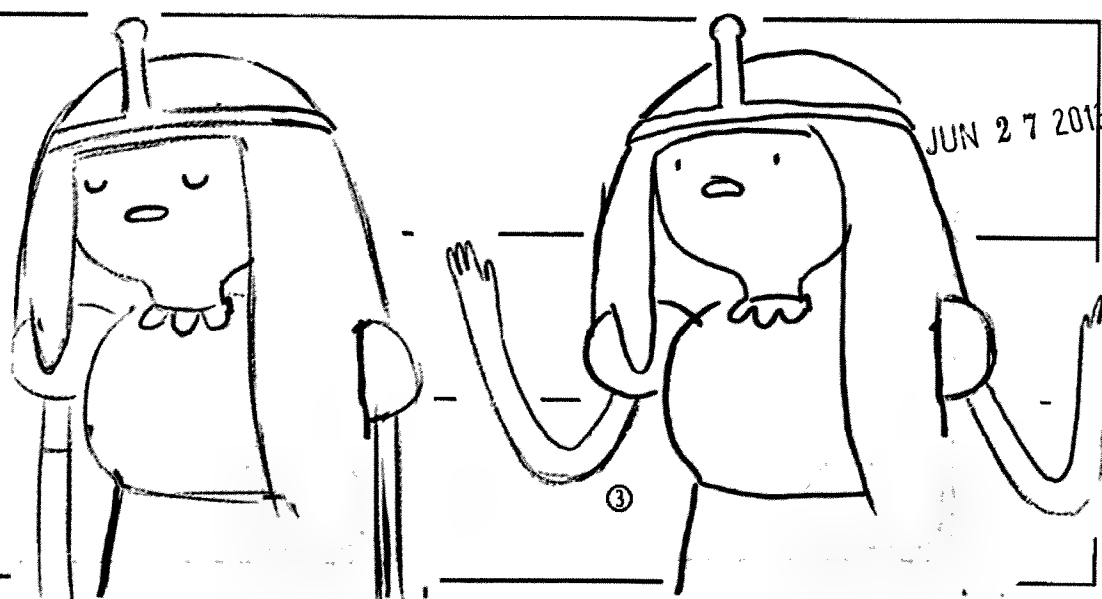
**Dialog:**

(PB) Ladies and gentlemen,  
thank you for coming,  
we may begin the ceremony.

**Action:**

- PB faces candy people

**Timing:**



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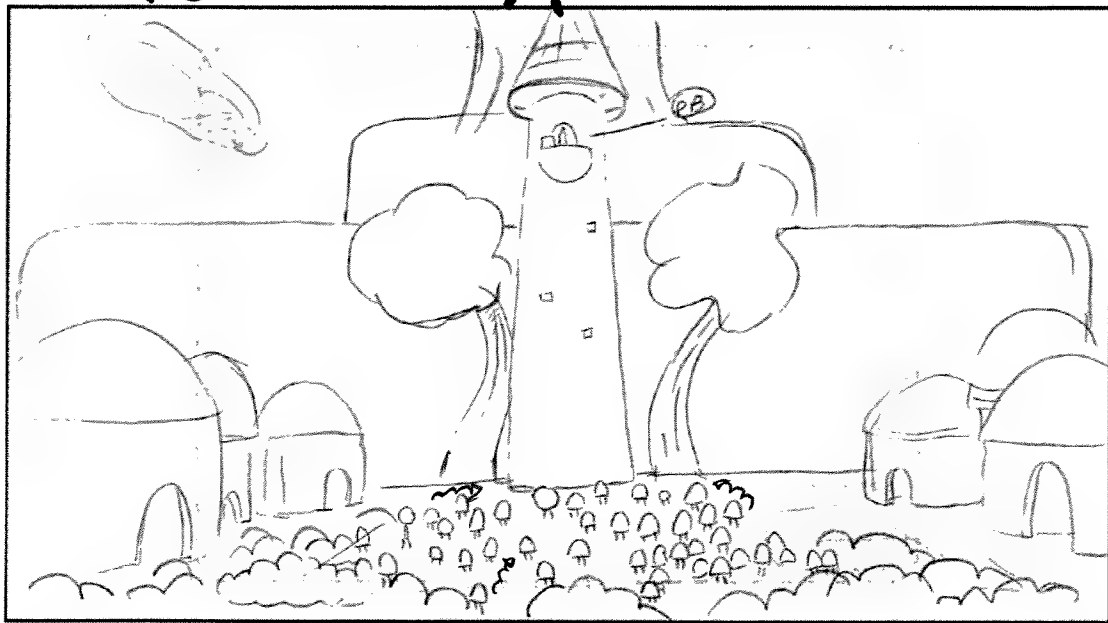
ADVENTURE TIME



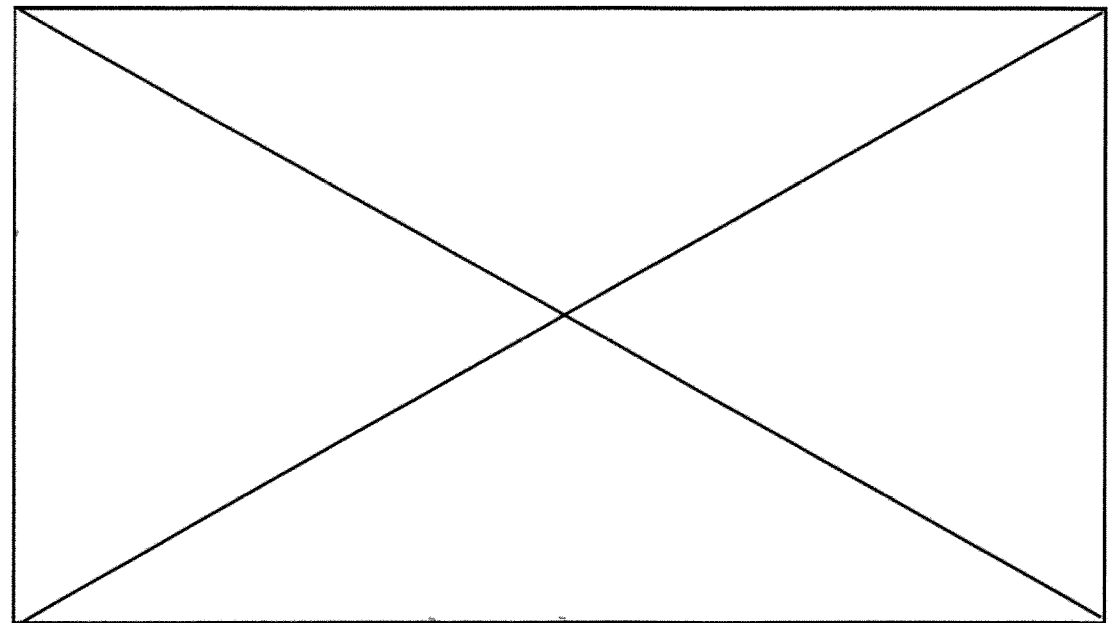
no Scene 14

Page 16

Sc. 13 - Pnl. A Bg. day night



Sc. Pnl. Bg. day night



<b>Dialog:</b> <u>CANDY PEOPLE</u> (CONCERNED CROWD MURMURS) oh my... "what's happened" "what's going on"	
<b>Action:</b> <div style="text-align: right;">JUN 27 2013</div>	
<b>Timing:</b>	

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# ADVENTURE TIME



Page

17

Sc.

15

Pnl.

A

Bg.

day night

Sc.

Pnl.

Bg.

day night

ONE WEEK  
BEFORE

NEXT  
PNL.

Dialog:

Action:

Timing:

JUN 27 2013

Production :

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1014/151



# ADVENTURE TIME



1

Page **18**  
**18A NEXT**  
day night

Sc.

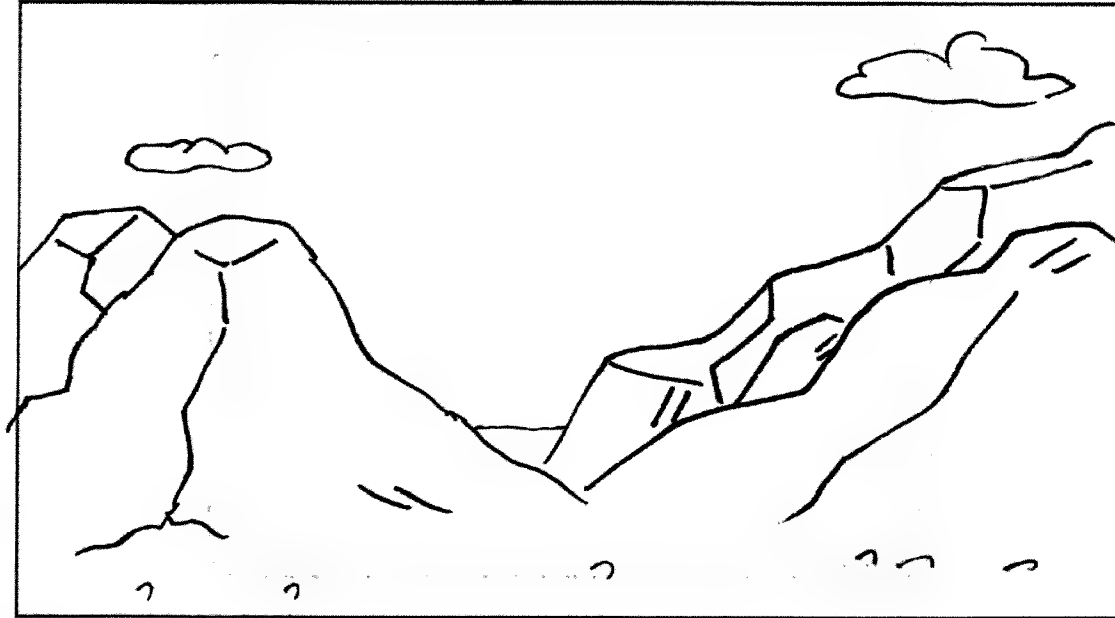
**16**

Pnl.

**A**

Bg.

day night



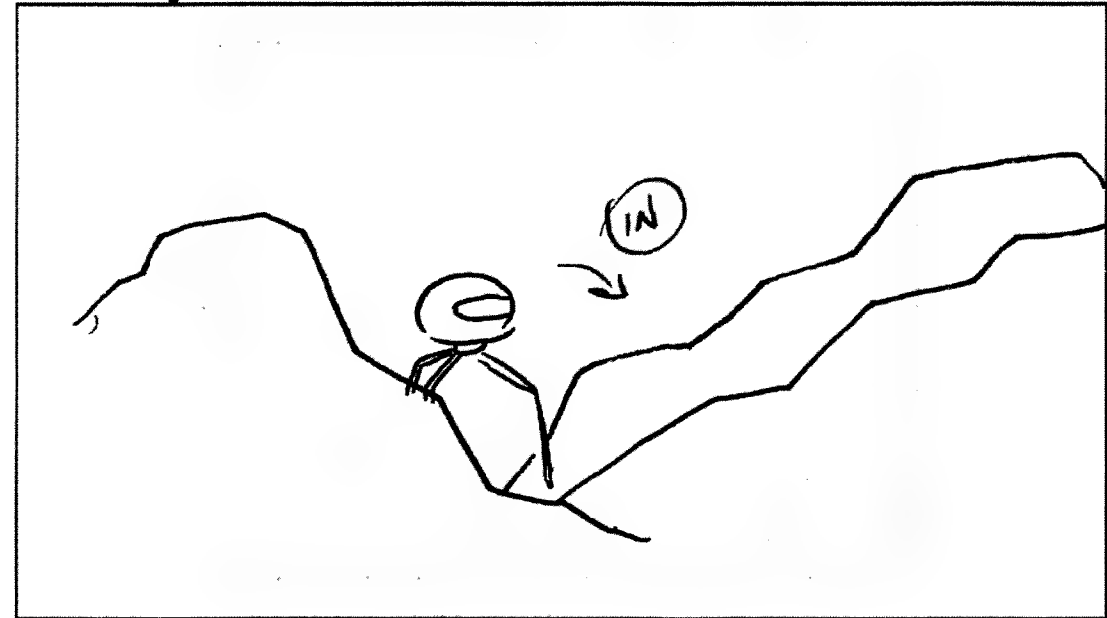
Sc.

**16 CONT**

Pnl.

**B**

Bg.



Dialog:

Action:

(Desert area)

Timing:

JUN 27 2013

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Production :

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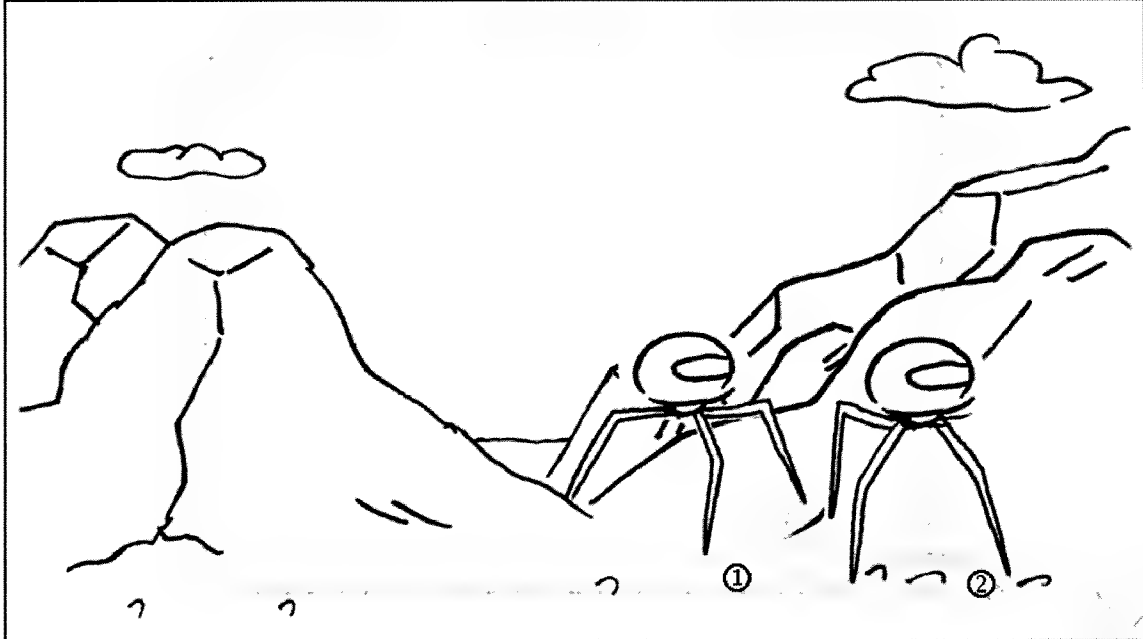
# ADVENTURE TIME



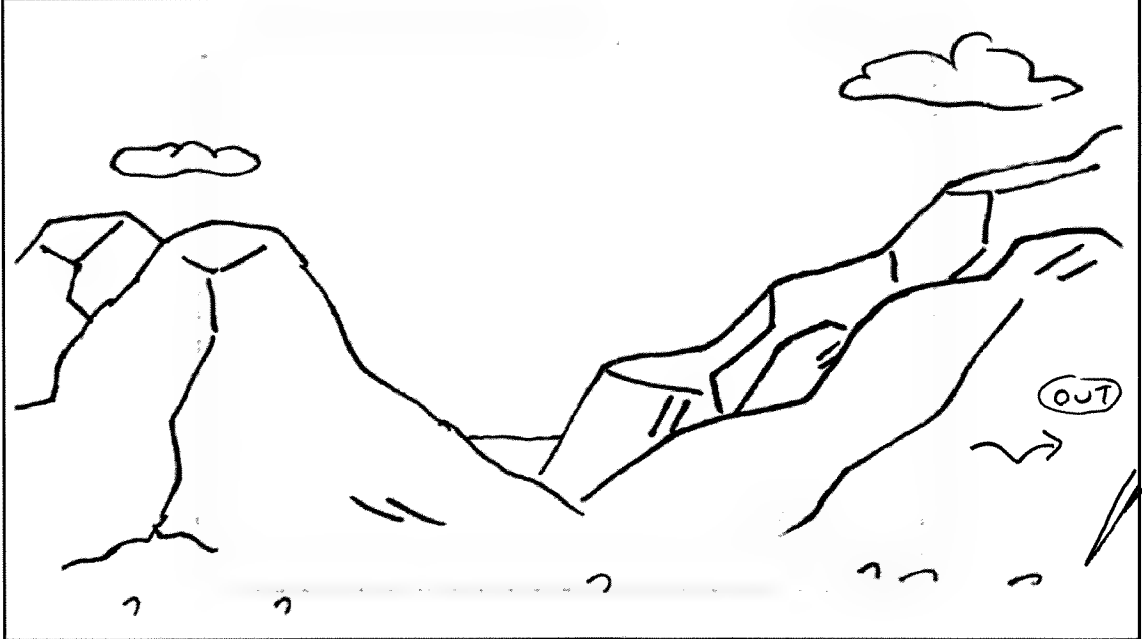
Page 18A

**19 NEXT**  
day night

Sc. 16 **CONT** Pnl. C Bg. day night



Sc. 16 **CONT** Pnl. D Bg. day night



Dialog:
Action:
Timing:

JUN 27 2013

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Production :

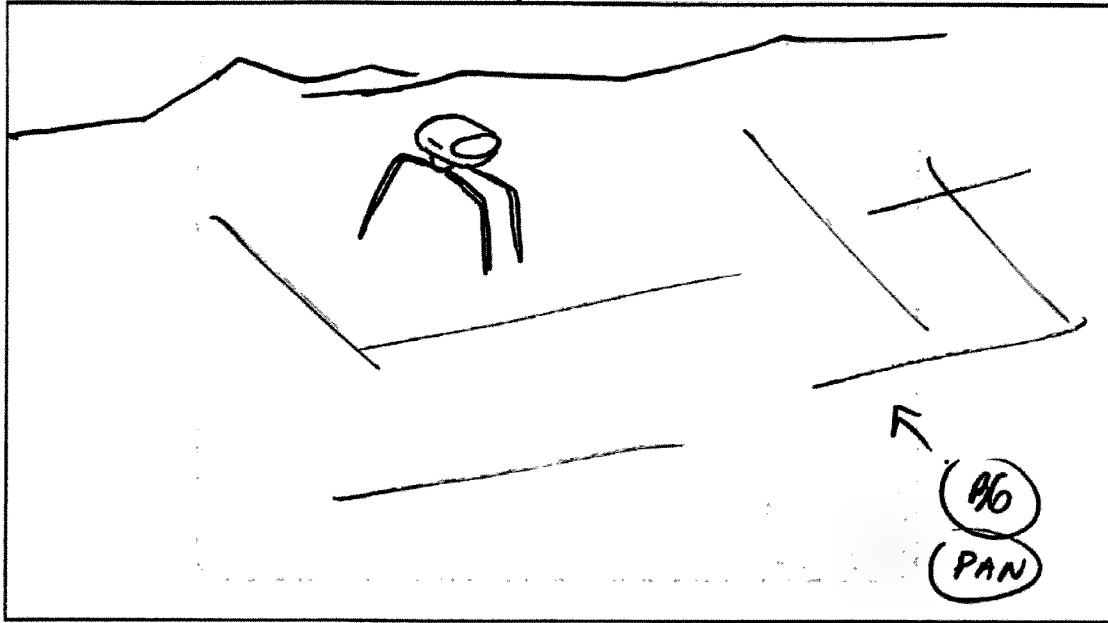
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1014/151  
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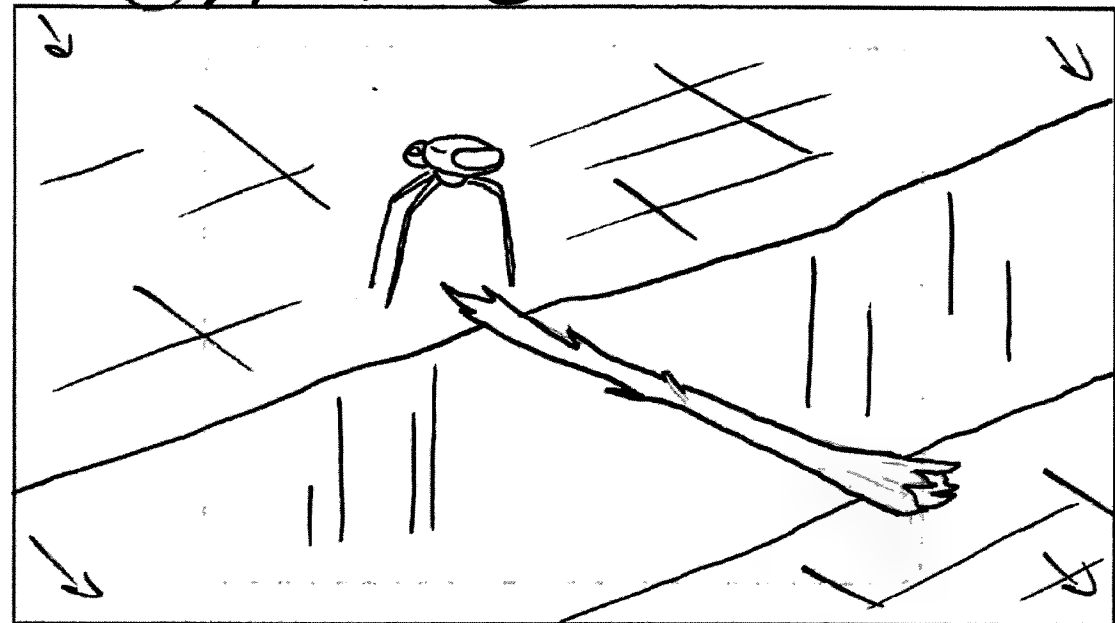
ADVENTURE TIME



Sc. 17 Pnl. A Bg. day night



Sc. PAN 17 cont Pnl. B Bg. day night



Dialog:
Action: - SHIP walks to crack. with old tree. CAMERA PANS WITH SHIP. JUN 27 2013
Timing:

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Production :

# ADVENTURE TIME



or unaltered.

Sc. 17 CONT

Pnl. C

Bg.

day night

Sc. 17 CONT

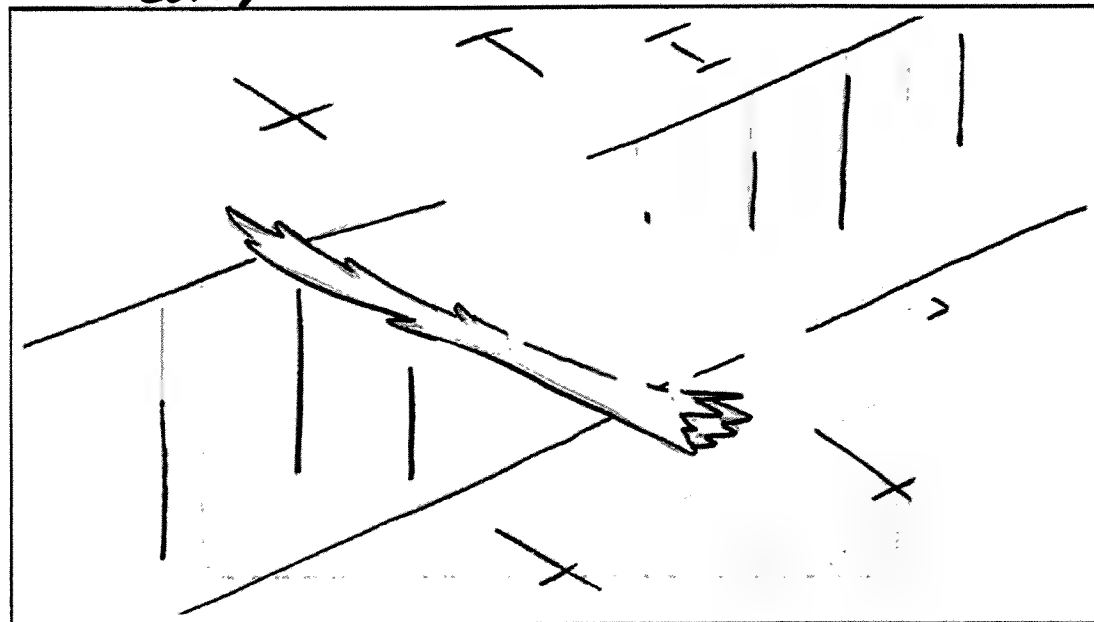
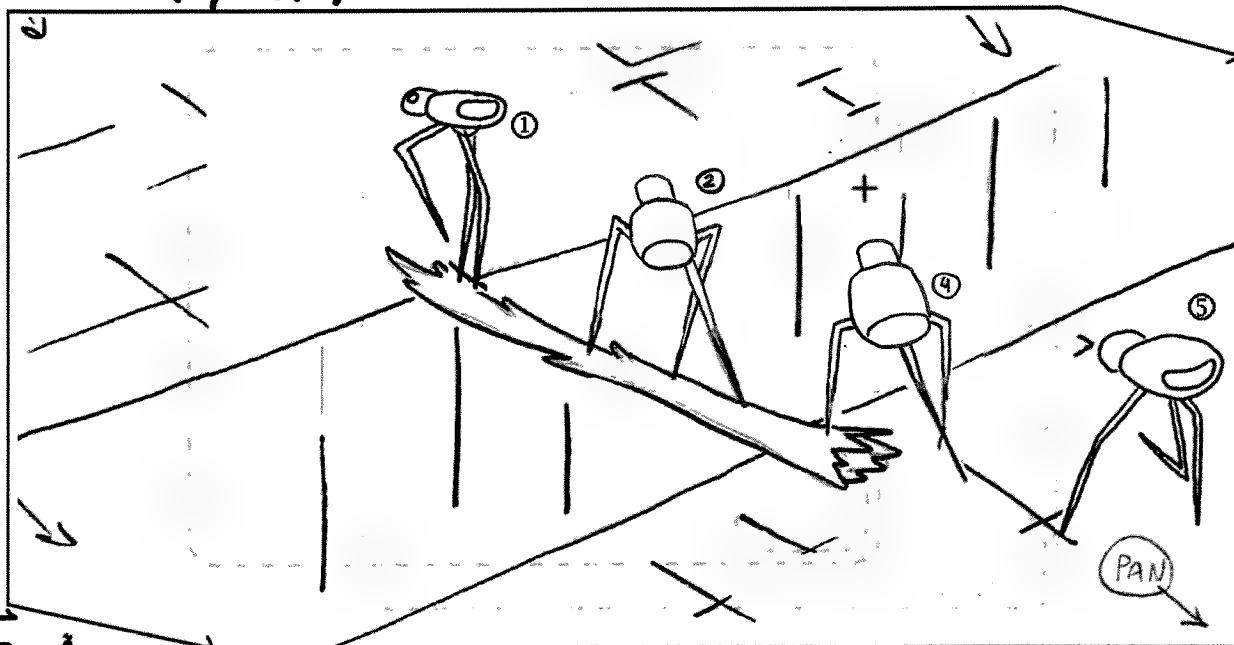
Pnl. D

Bg.

Page

20  
2013

day night



Dialog:

Action:



- CAMERA TRACKS WITH CRAFT  
+ - craft skitters across log  
(A1B1C)

JUN 27 2013

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# ADVENTURE TIME



Page 20A

*FINISH*  
day night

Sc. 18

Pnl. A

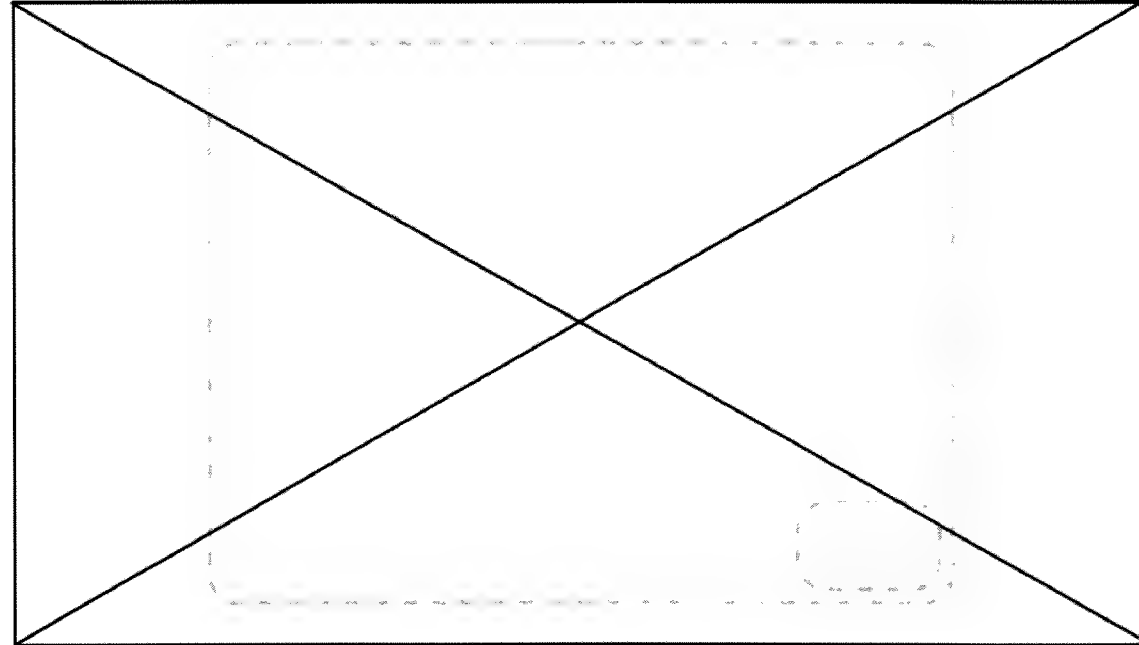
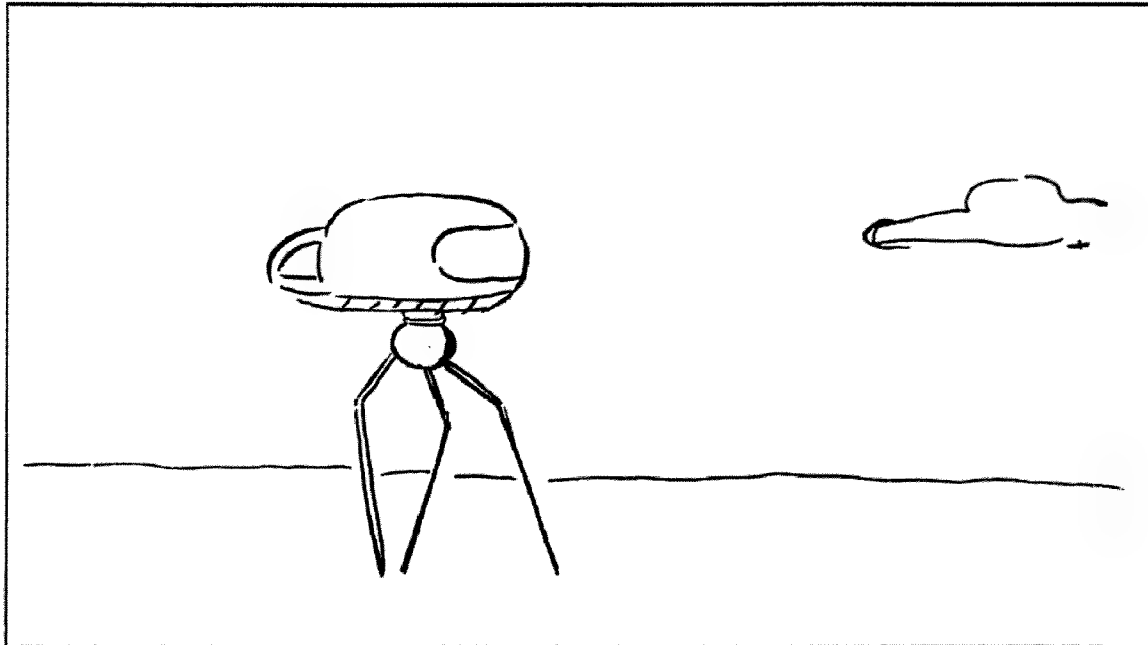
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

*desert*  
*B6*

JUN 27 2013

Timing:

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Production :

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# ADVENTURE TIME

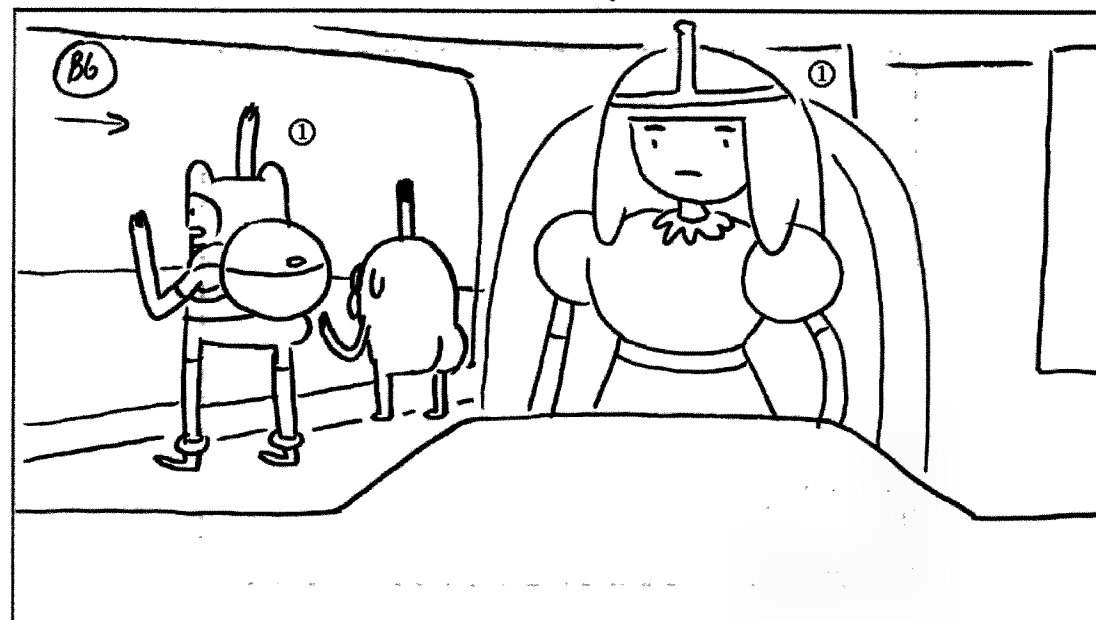


Page **21**

Sc. **18 cont** Pnl. **B** Bg. day night



Sc. **19** Pnl. **A** Bg. day night



Dialog:

① THANKS FOR BRING'NG us along  
on the trip, PEEPS.

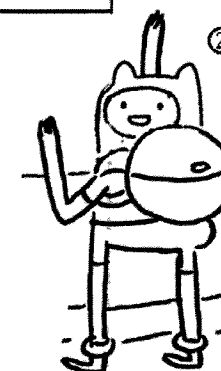
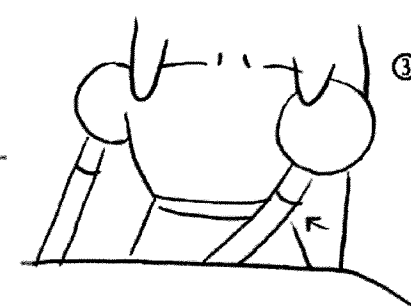
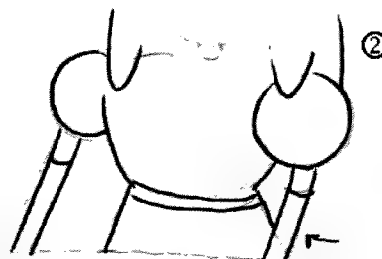
JUN 27 2013

Action:

Camera tracks with craft as it  
walks

Timing:

→  
PB,  
Types  
on keys.



EPISODE #

1014-151

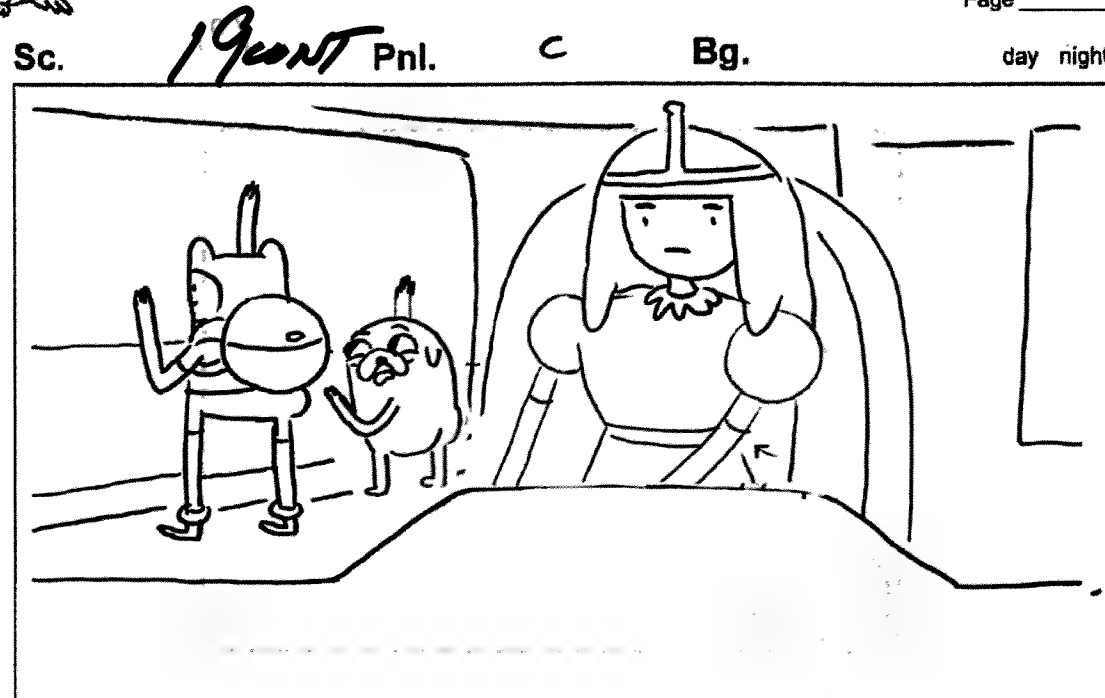
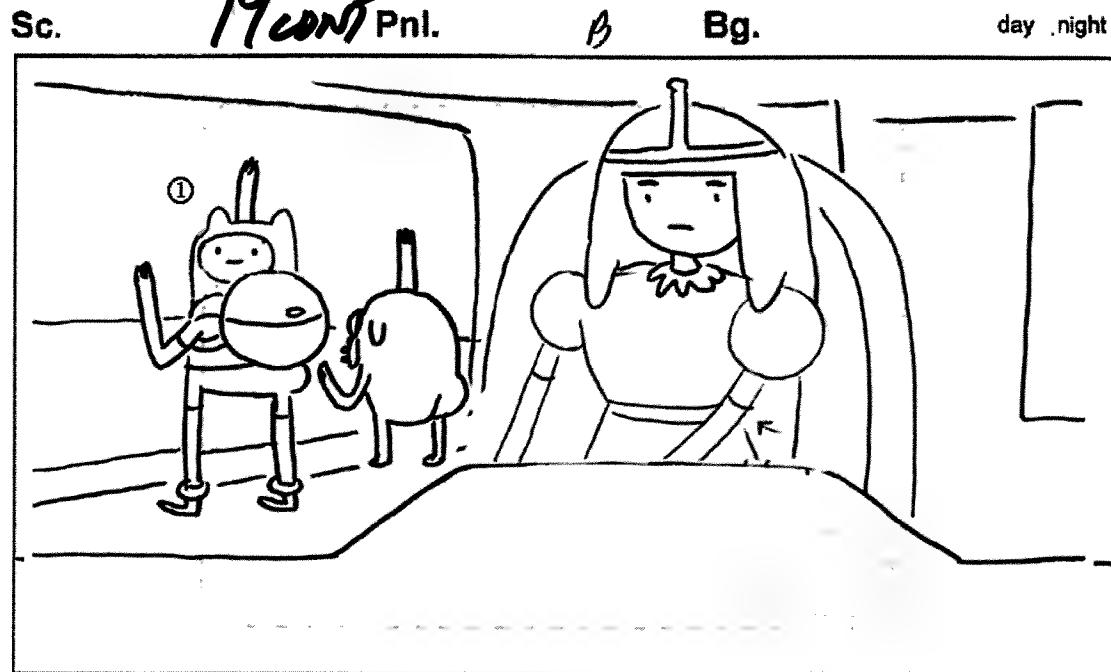
1014/151

1014/151

# ADVENTURE TIME



Page 22



Dialog:	<p>⑤ (sassy) Yeah, it's unfortunate we can't enjoy some of these cool things were passing by.</p> <p>⑤ (sassier) But, I guess we can do that the next time were in THE DESERT OF WONDERS... <u>whenever that is...</u></p>
Action:	<p>② SPB continues action?</p> <p>JUN 27 2013</p>
Timing:	

EPISODE # 1014-151

1014/151

Production :

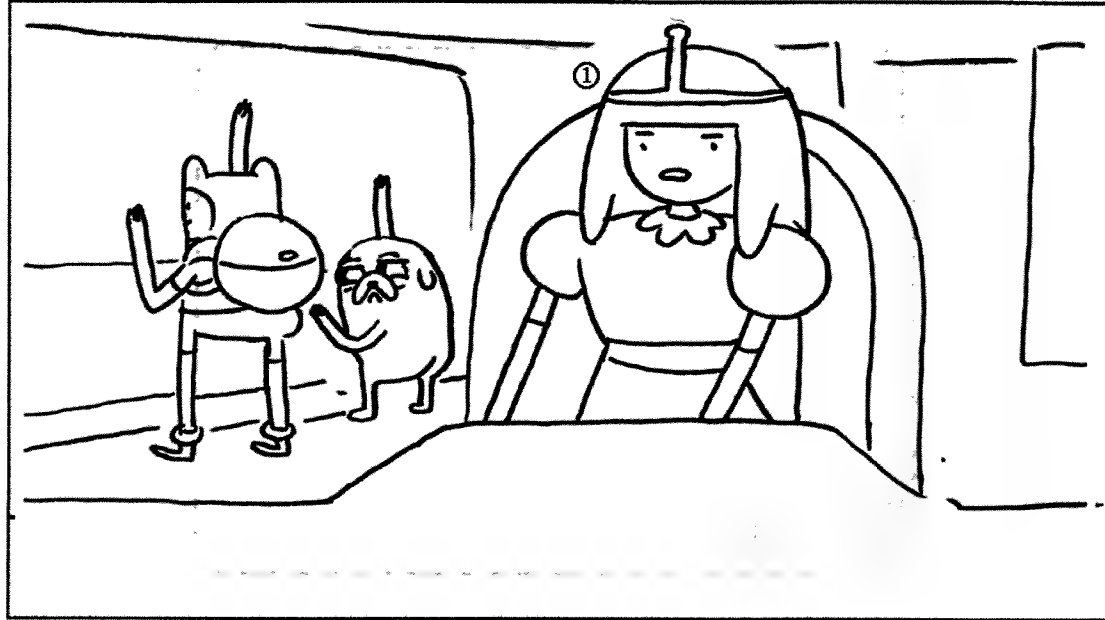
1014/151

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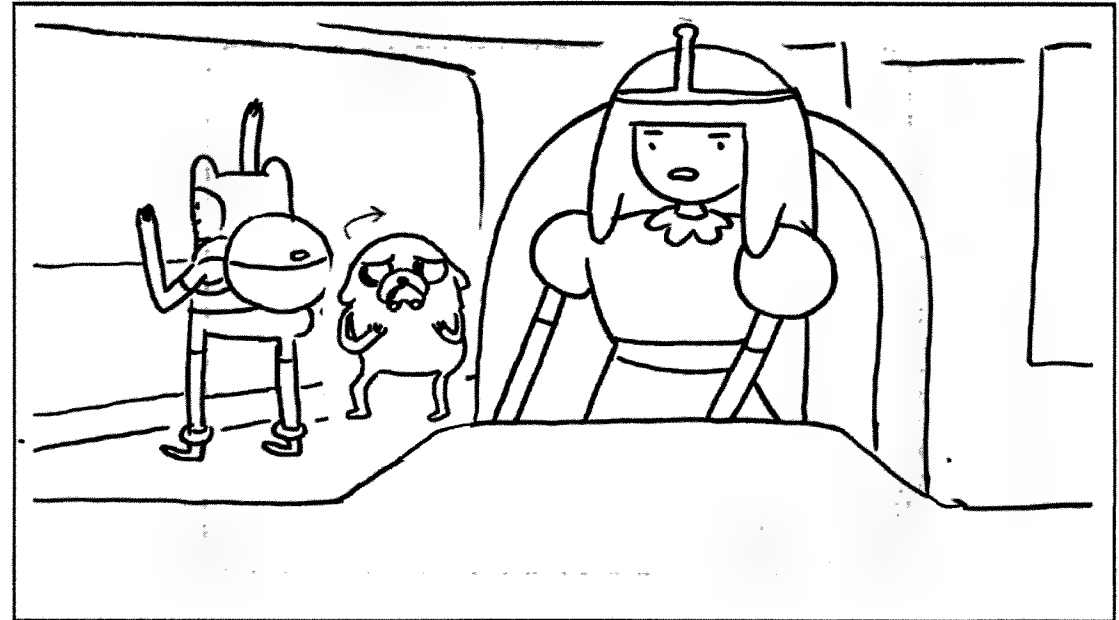
# ADVENTURE TIME



Sc. **19 cont** Pnl. **0** Bg. day night



Sc. **19 cont** Pnl. **E** Bg. day night



Dialog:

① PB we're on a mission to collect samples only. I WANT TO START COLONIZING this area by the end of the year.

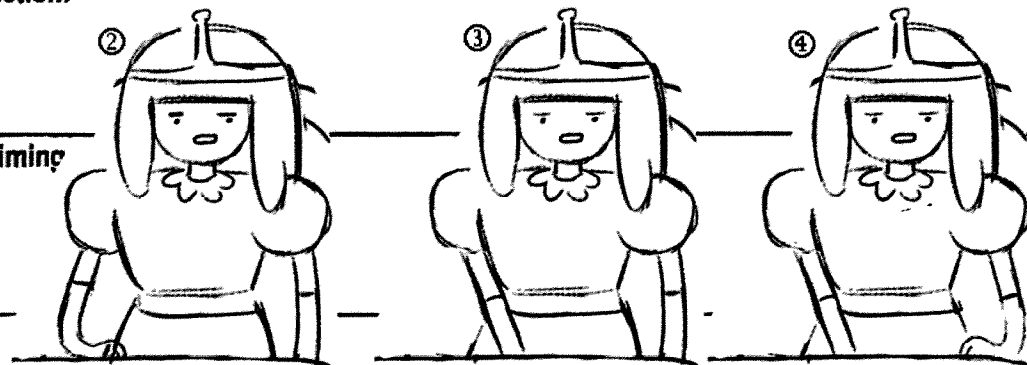
② J you are killing me, PB!

Action:

- J TURNS SUDDENLY.

JUN 27 2013

Timing



EPISODE # 1014-151  
1014/151

Production :

1014/151



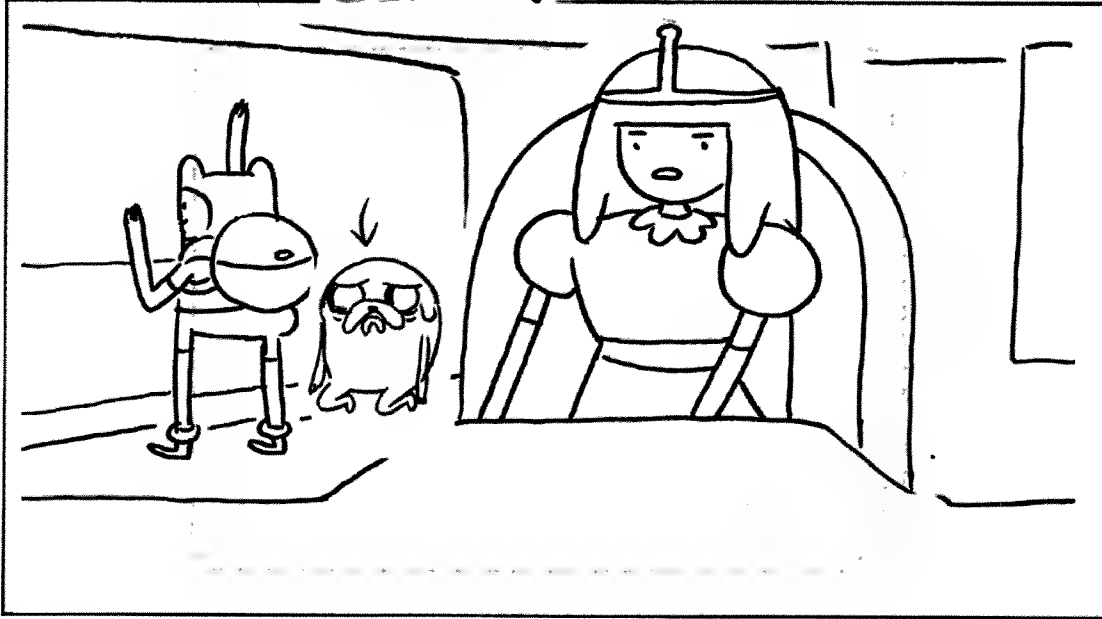
1014/151

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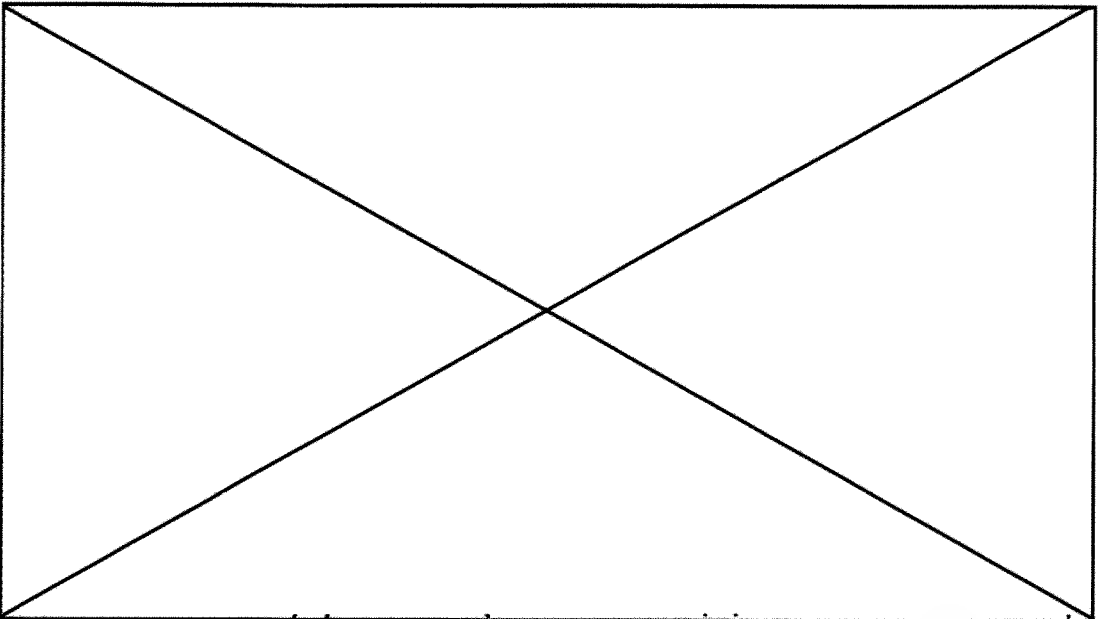
ADVENTURE TIME



Sc. 19 cont Pnl. F Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: <i>Jake falls to knees</i>
Timing:

JUN 27 2013

EPISODE # 1014-151  
1014/151

Production :

# ADVENTURE TIME



Page

25

Sc.

Pnl.

Bg.

day night

Sc.

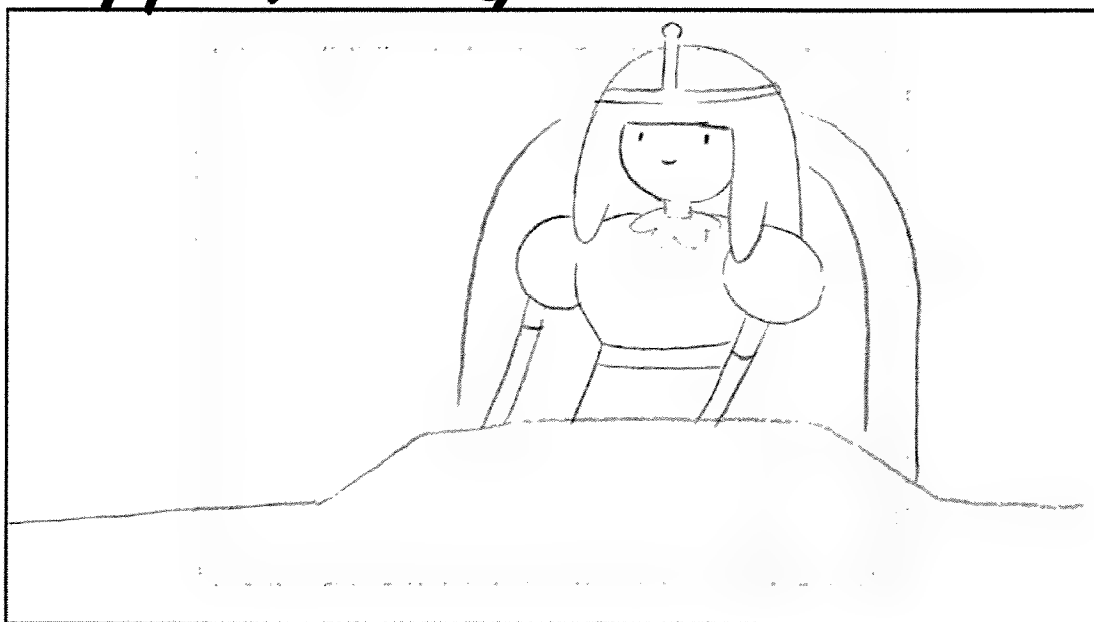
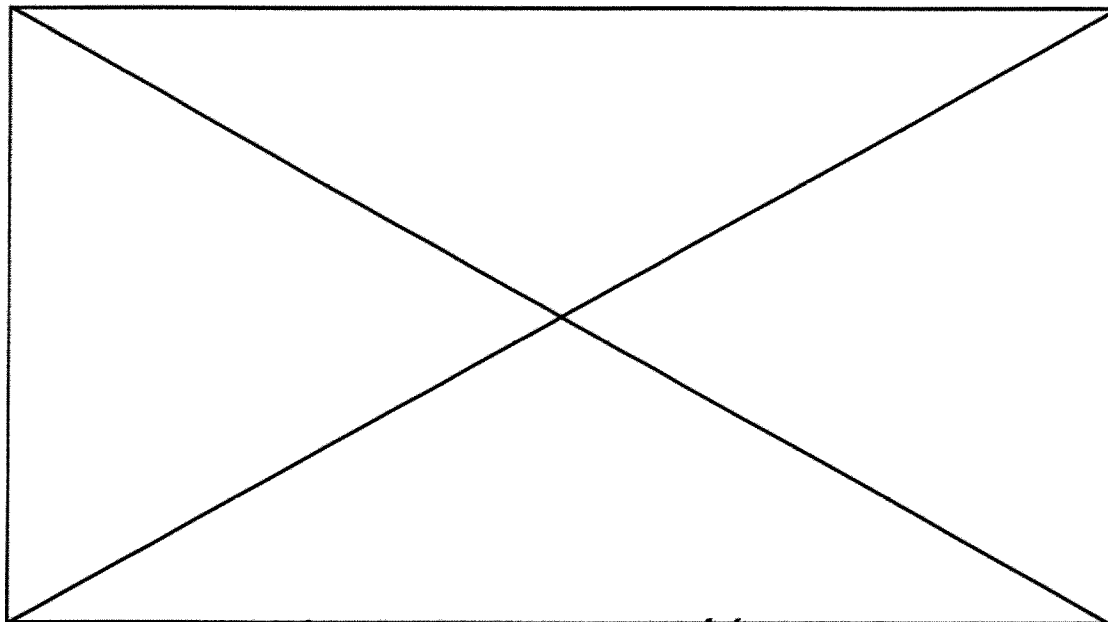
19 CONT

Pnl.

6

Bg.

day night



Dialog:

Action:

Timing:

JUN 27 2015

EPISODE #

1014-151

1014/151

Production :

1014/151

1014/151

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# ADVENTURE TIME

NO.  
SC'S  
20-21



Page 26  
day night

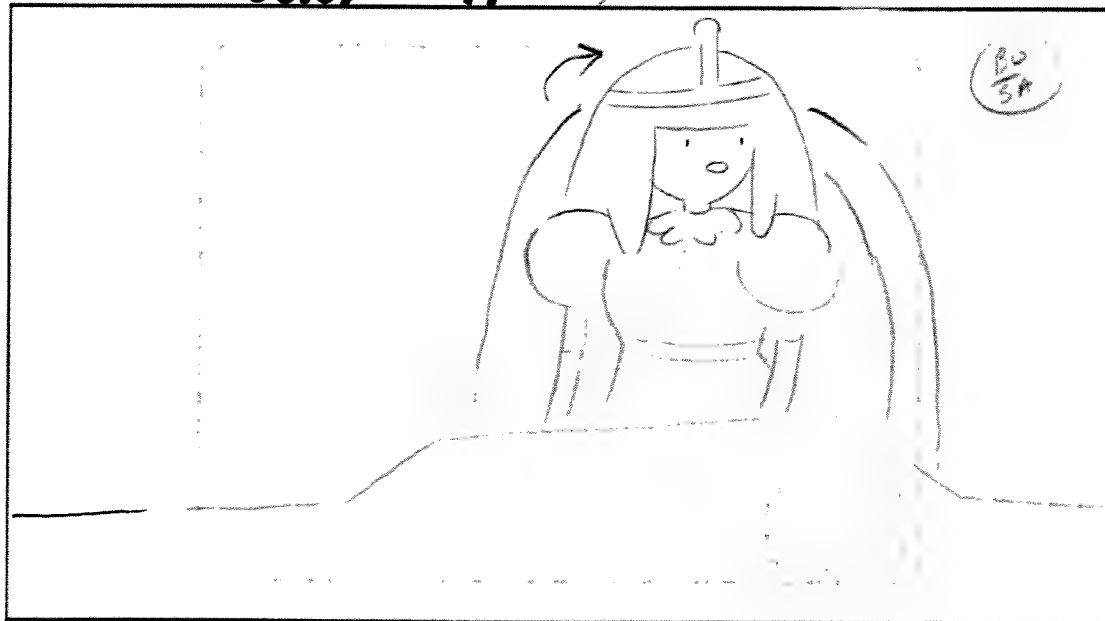
Sc.

19 CONT Pnl. H

B

Bg.

day night



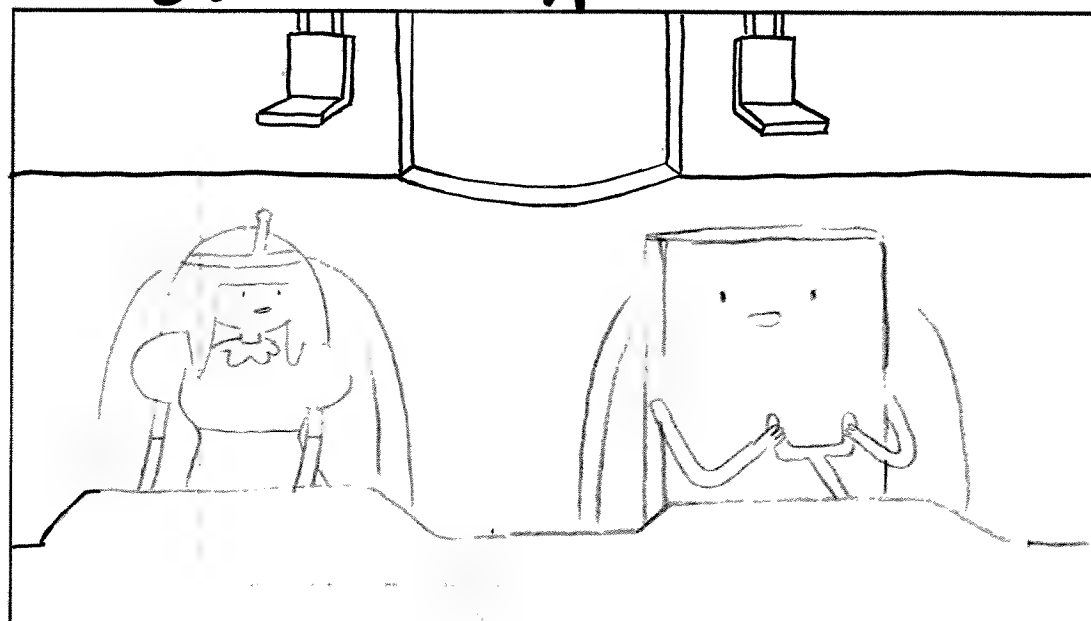
Sc.

22

Pnl. A

Bg.

day night



Dialog:

(PB) James, give a read  
out on Fuel.

(James) RIGHT AWAY,  
PRINCESS.

Action:

- PB TURNS.

JUN 27 2013

Timing:

EPISODE # 1014-151

1014/151

Production :

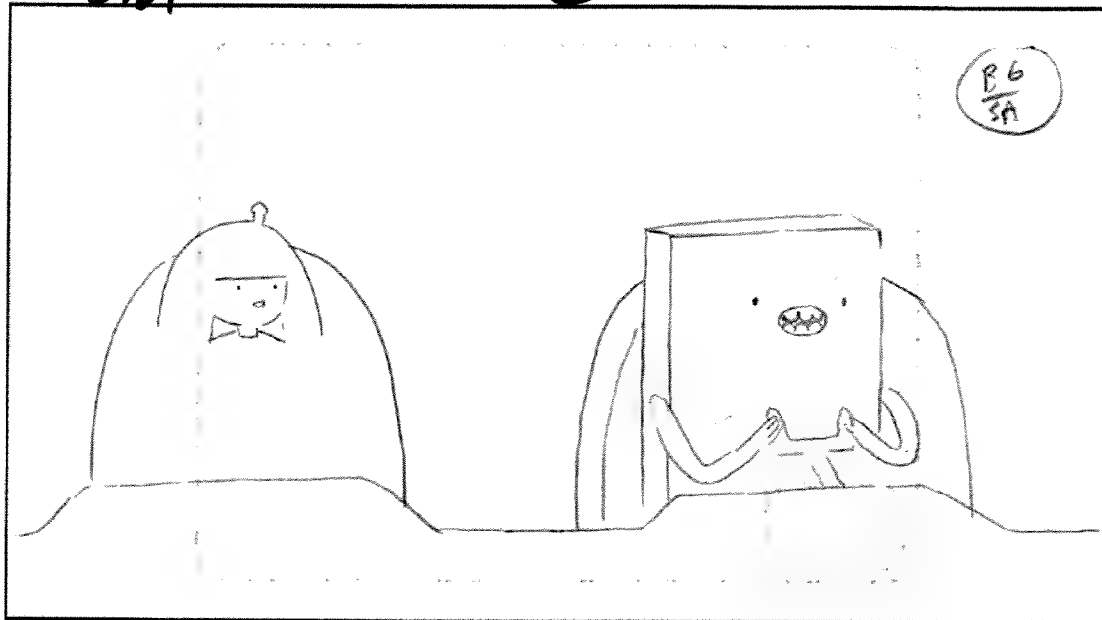
1014/151

# ADVENTURE TIME

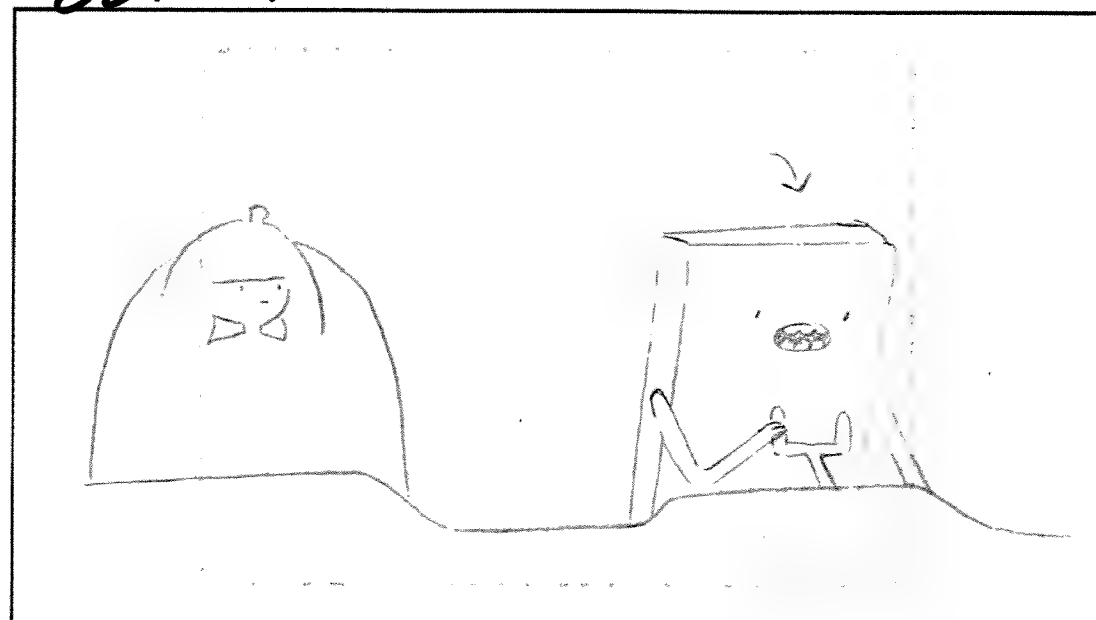


Page **27**

Sc. **22 CONT** Pnl. **B** Bg. day night



Sc. **22 CONT** Pnl. **C** Bg. day night



## Dialog:

James { machine noise ?  
w/ mouth

James - (Brrrrp Brrrrp)  
Sax- (key board clicks)

## Action:

NOTE: JAMES IS MORE OF A NERDY DUDE  
THAN MICHAEL WINSLOW, THE DUDE  
FROM POLICE ACADEMY.

JUN 27 2013

## Timing:

EPISODE #  
1014/151

Production :

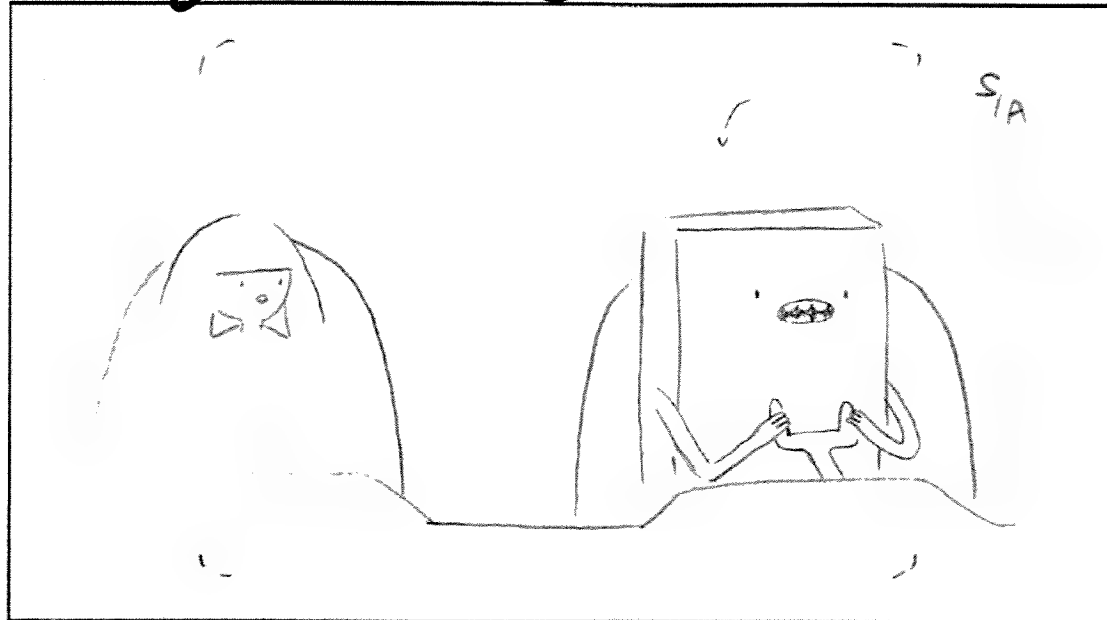
1014/151 1

# ADVENTURE TIME

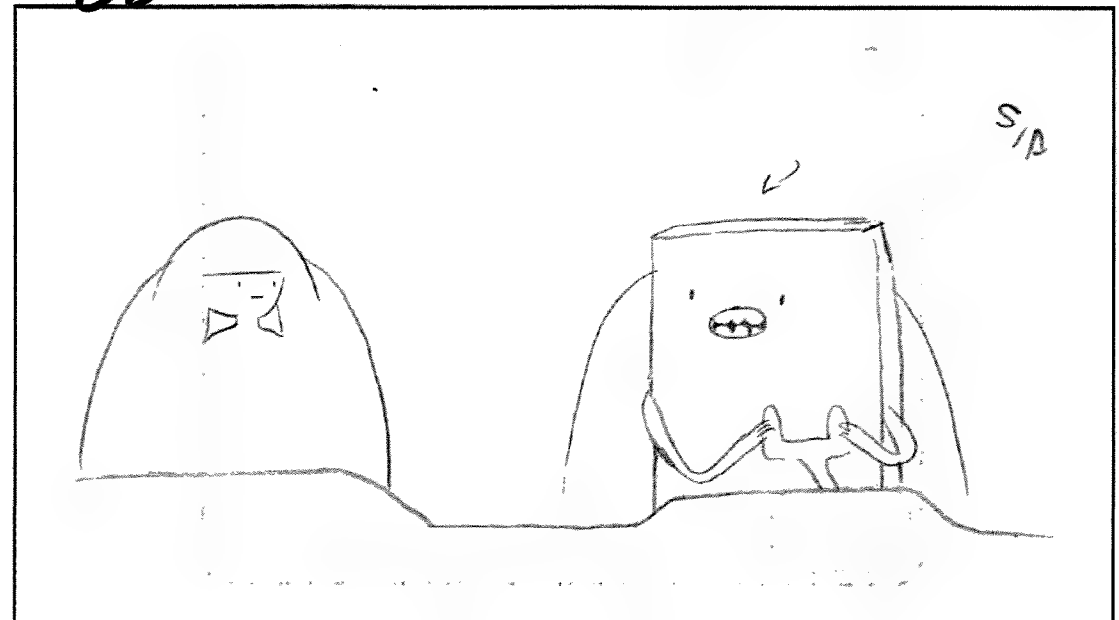


Page **28**

Sc. **22 cont** Pnl. **D** Bg. day night



Sc. **22 cont** Pnl. **E** Bg. day night



Dialog:	(S) {machine noise}	(J) {machine noise}
Action:	-James turns back	-JAMES TURNS HEAD
Timing:		

JUN 27 2013

Production :

EPISODE #

1014-151

1014/151

1014/151

1014/151

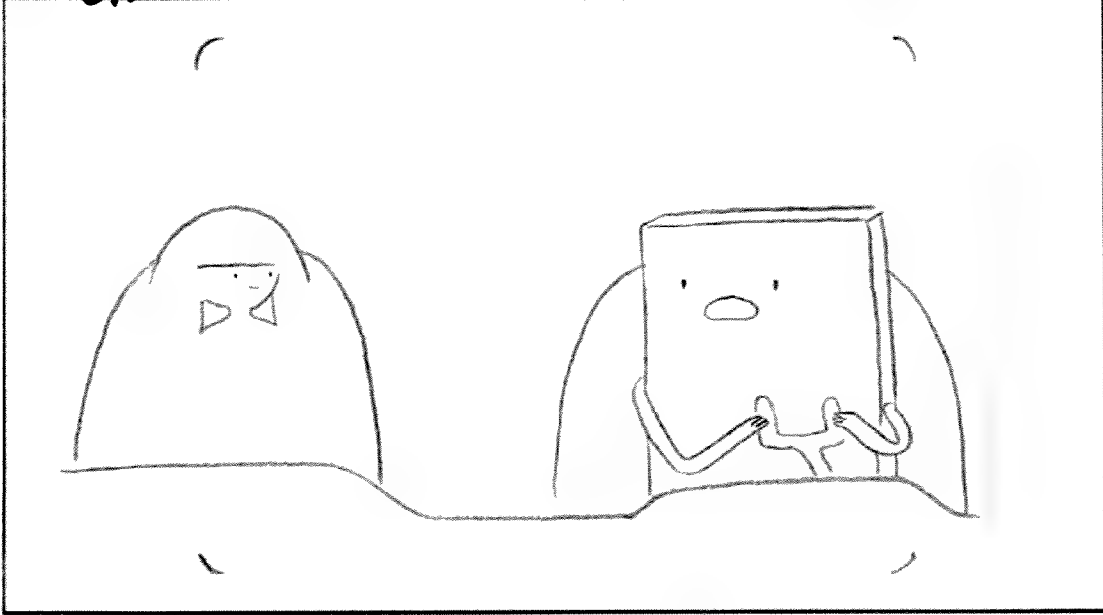
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1014/151

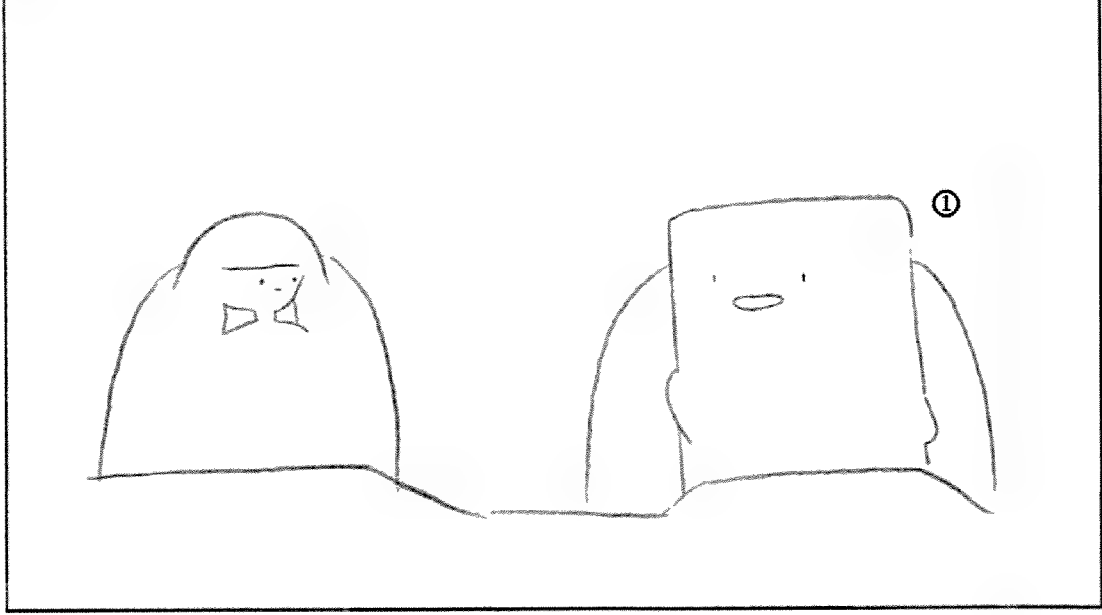
ADVENTURE TIME



Sc. 22 CONT Pnl. F Bg. day night



Sc. 22 CONT Pnl. G Bg. day night



Dialog: (J) WE HAVE A SURPLUS OF FUEL, (J) SO, AFTER WE COLLECT SAMPLES, WE MAY EXPLORE.

Action:

Timing: JUN 27 2015



EPISODE # 1014-151

1014/151

Production :

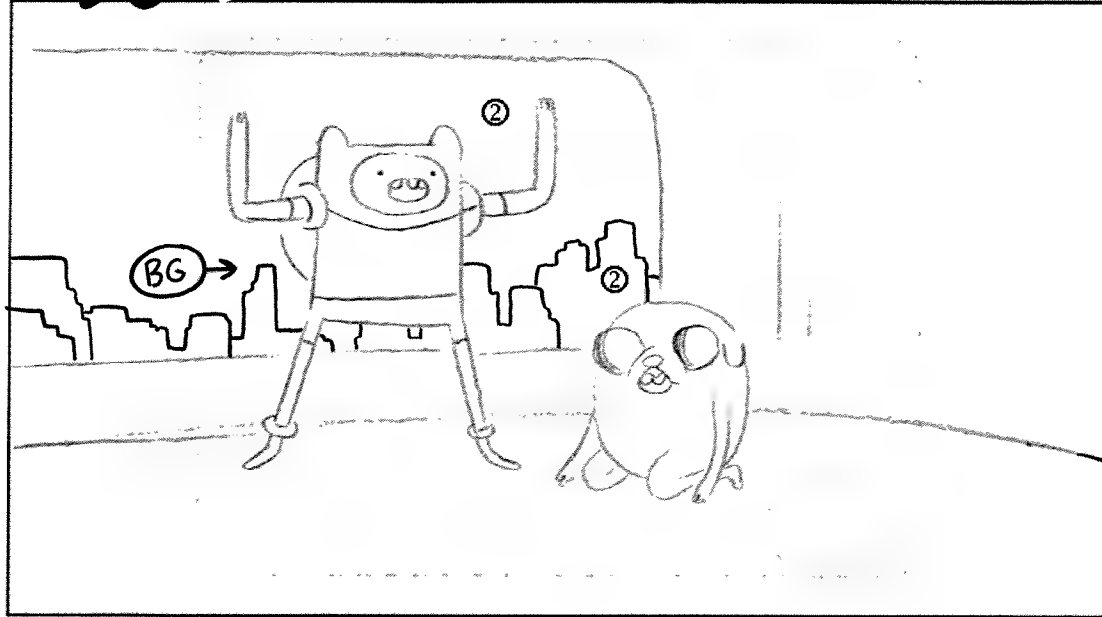
1014/151

# ADVENTURE TIME

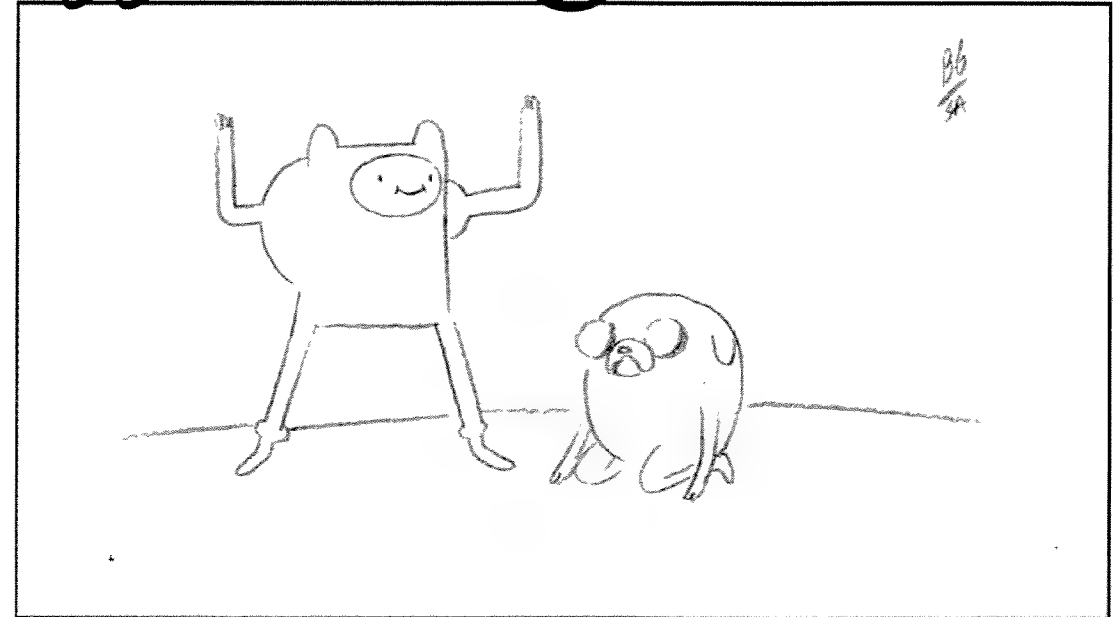


Page 30

Sc. 23 Pnl. A Bg. day night



Sc. 23 cont Pnl. B Bg. day night



<p><b>Dialog:</b></p> <p>(30TH) : YEAAH!!!</p> <p>(5) I'm glad James is on this trip.</p>	
<p><b>Action:</b></p>	
<p><b>Timing:</b></p>	<p>JUN 27 2013</p>

1014-151

EPISODE #

1014/151

Production :

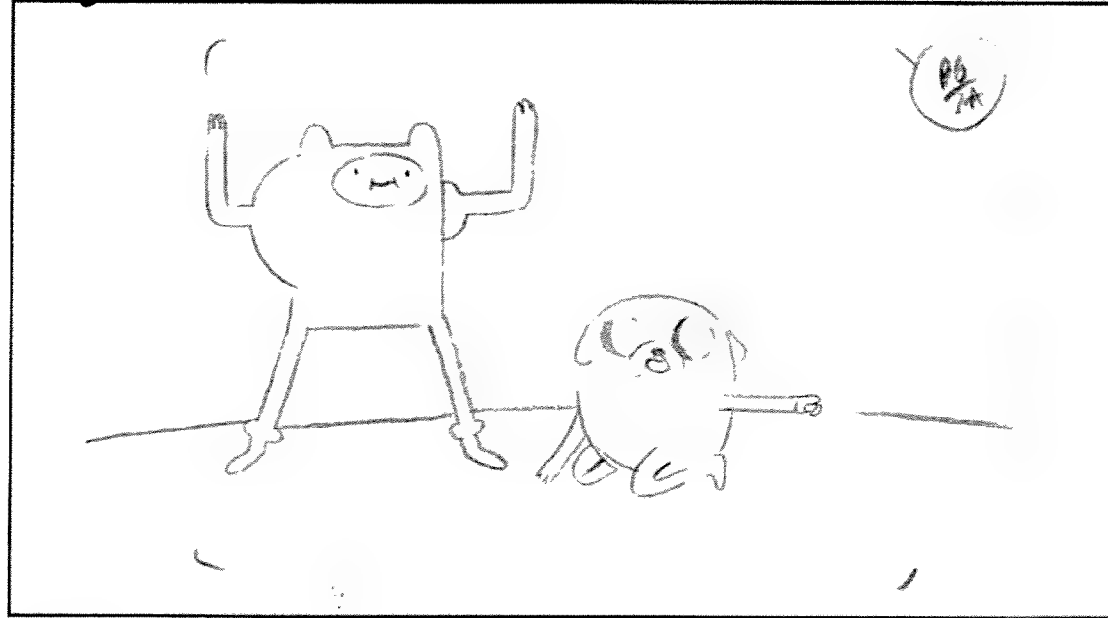
1014/151 1

# ADVENTURE TIME

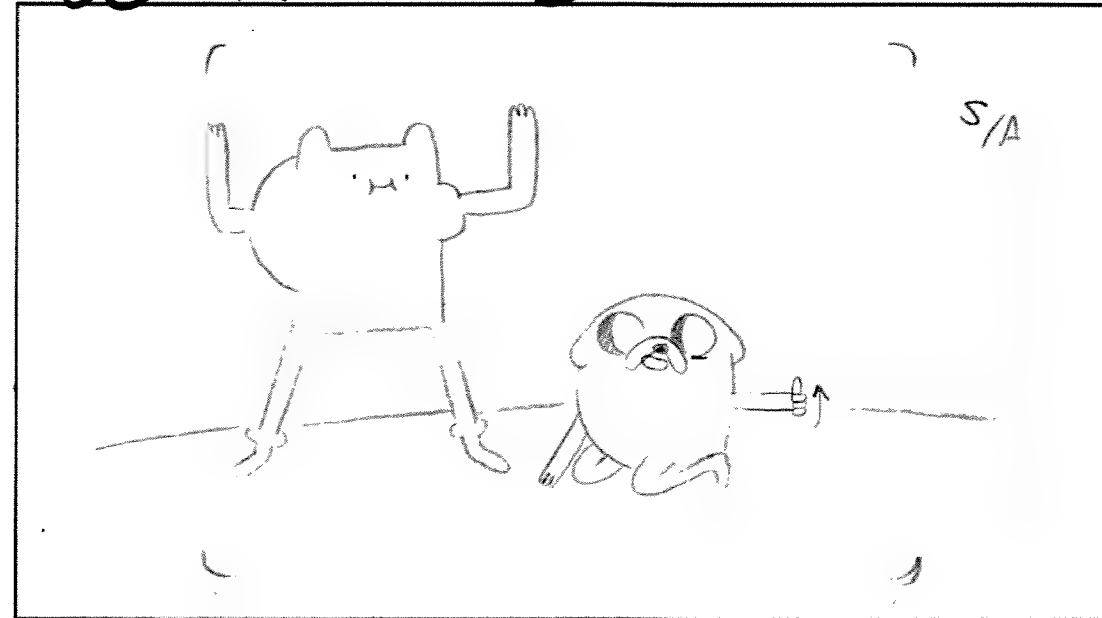


Page 31

Sc. 23 CONT Pnl. C Bg. day night



Sc. 23 CONT Pnl. D Bg. day night



Dialog:

(J) HEY JAMES --

(J) THUMBS UP, BUDDY

Action:

Timing:

JUN 27 2013

EPISODE # 1014-151

1014/151

Production :

1014/151 1



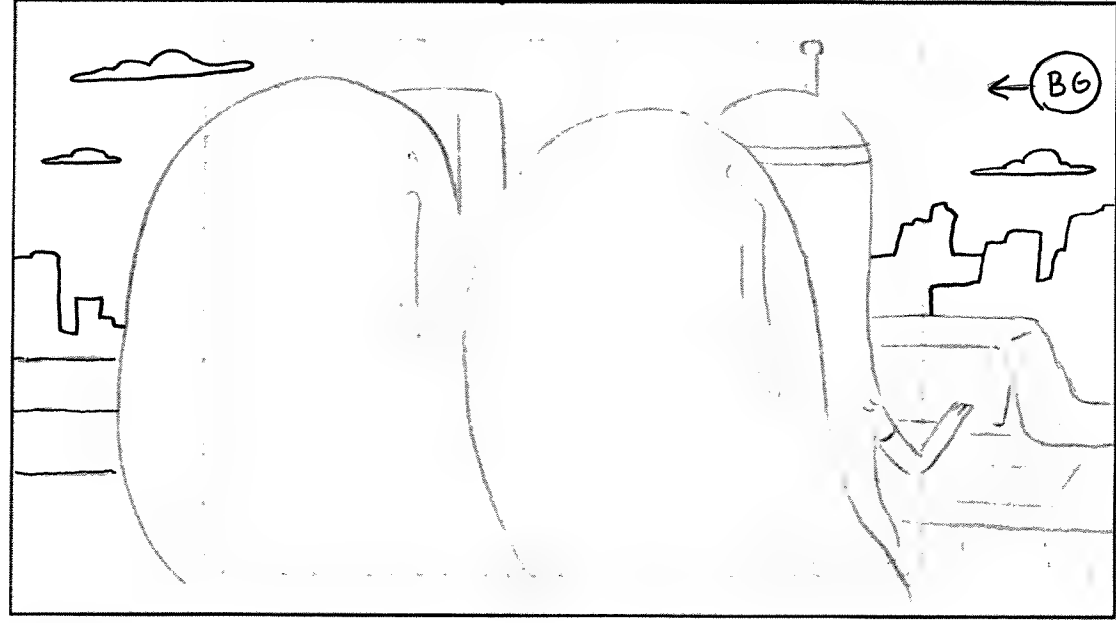
1014/151

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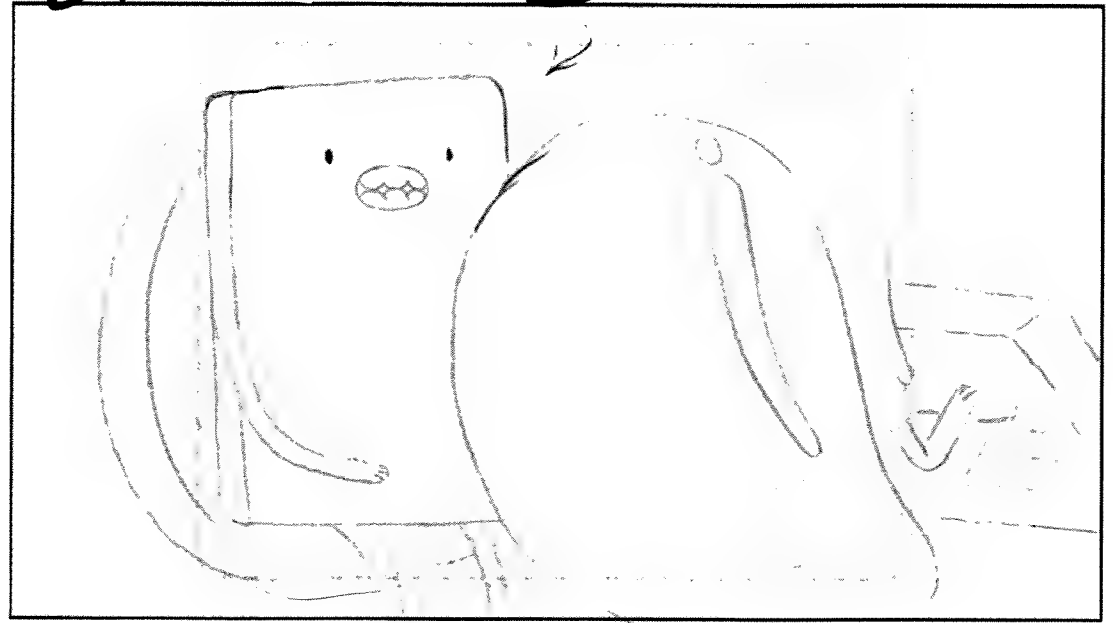
ADVENTURE TIME



Sc. 24 Pnl. A Bg. day night



Sc. 24 CONT Pnl. B Bg. day night



Dialog:	JAMES : [ MACHINIC NOISE ]
Action:	- JAMES ROTATES IN CHAIR
Timing:	JUN 27 2013

EPISODE # 1014-151  
1014/151  
Production :  
1014/151

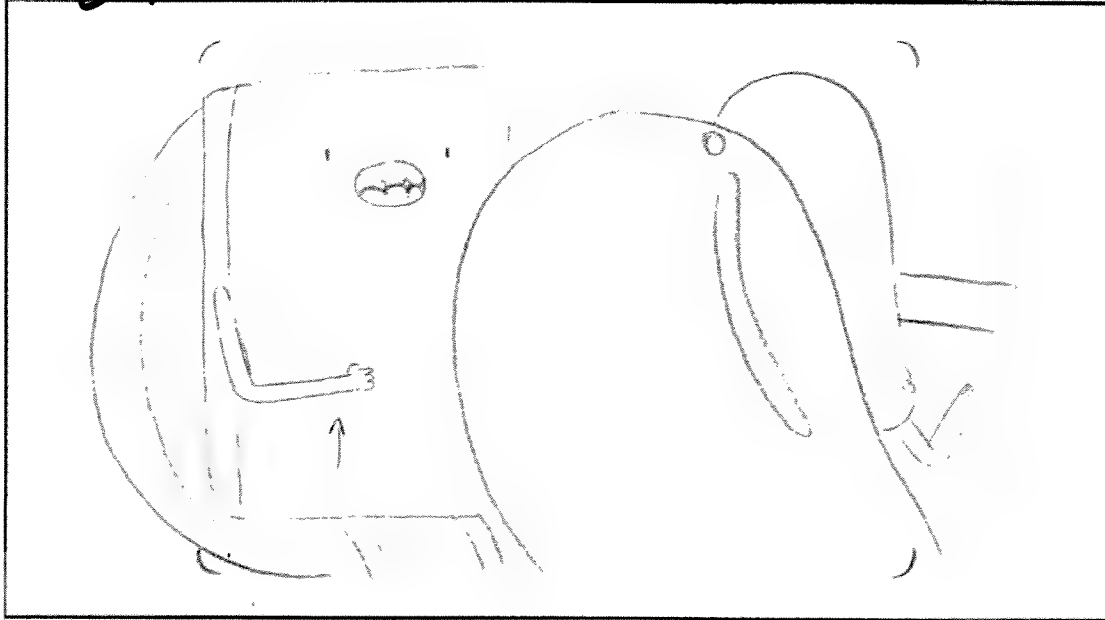
1014/151

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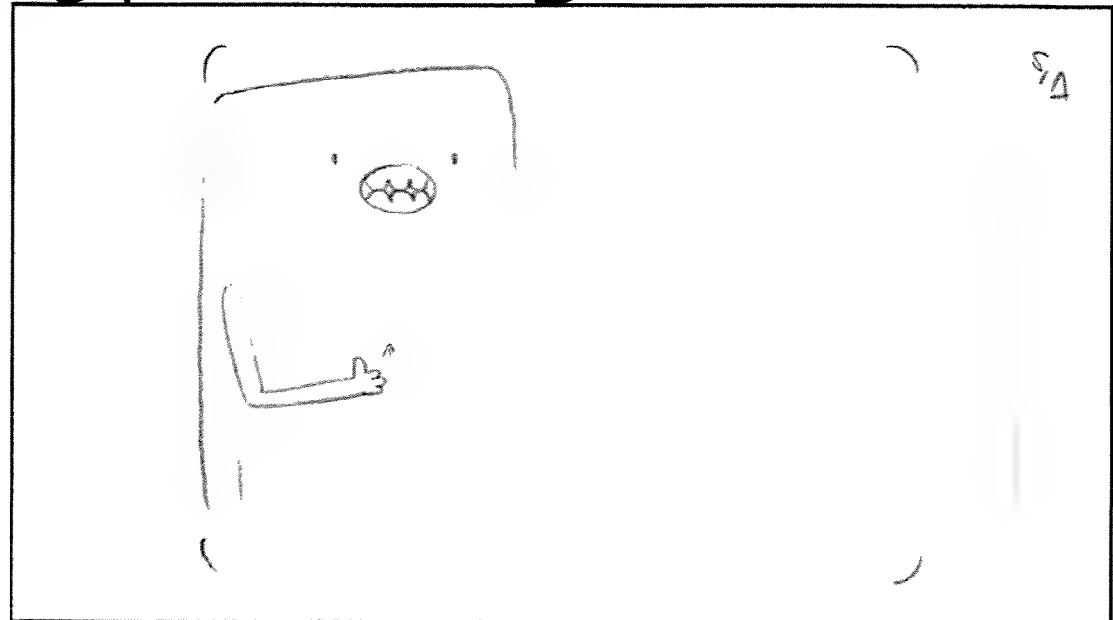
# ADVENTURE TIME



Sc. 24 CONT Pnl. C Bg. day night



Sc. 24 CONT Pnl. D Bg. day night



Dialog:	<u>JAMES</u> (MACHINE NOISE)	<u>JAMES</u> (MACHINE NOISE) (SLOW)
Action:	- J RAISES ARM	- J GIVES THUMBS UP, SLOWLY JUN 27 2013
Timing:		

1014-151

1014/151

EPISODE #

Production :

1014/151

1014/151

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# ADVENTURE TIME



Sc.

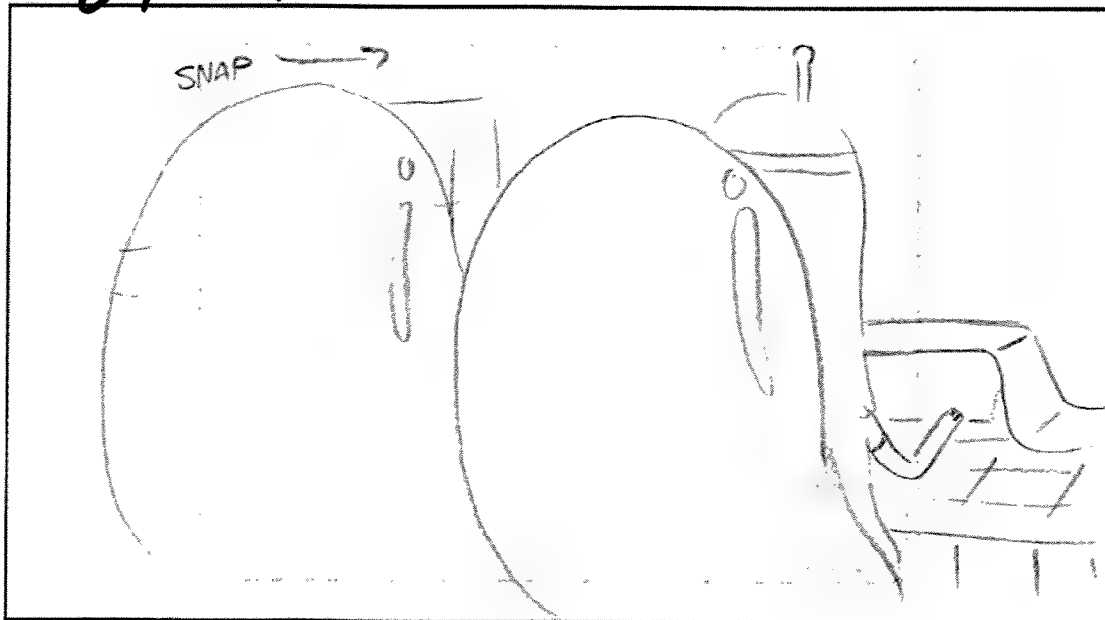
24 CONT

Pnl.

E

Bg.

day night



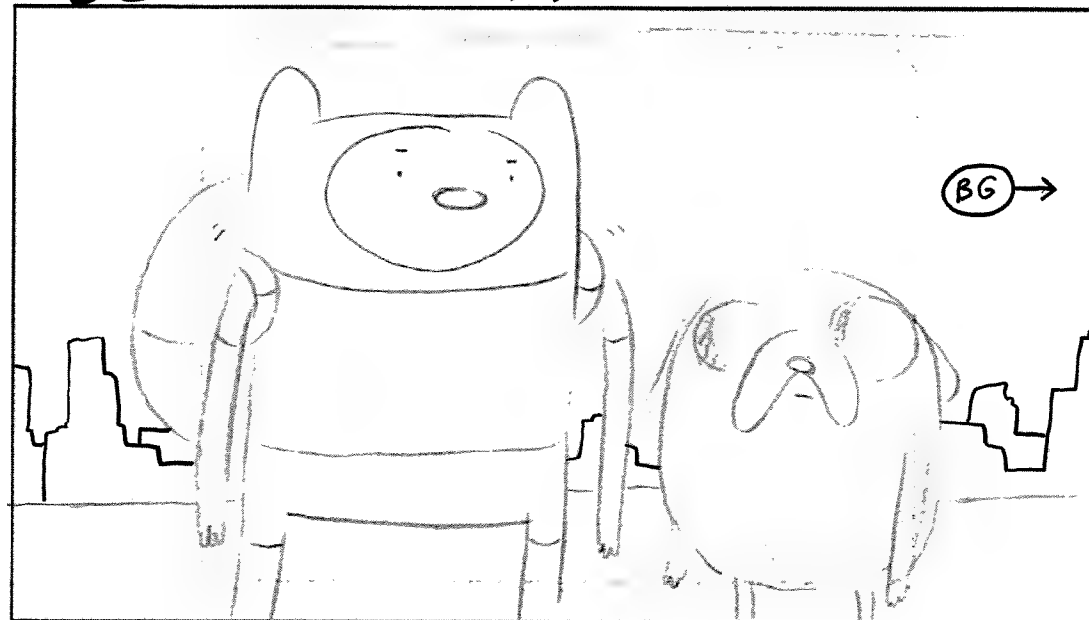
Sc. 25

Pnl.

A

Bg.

day night



Dialog:

J (quick machine noise)

F HET...

Action:

- J. ROTATES IN CHAIR QUICKLY,

FINN'S SHOULDERS BOUNCE ONCE...

JUN 27 2013

Timing:

EPISODE #

1014-151

1014/151

Production :

1014/151

# ADVENTURE TIME



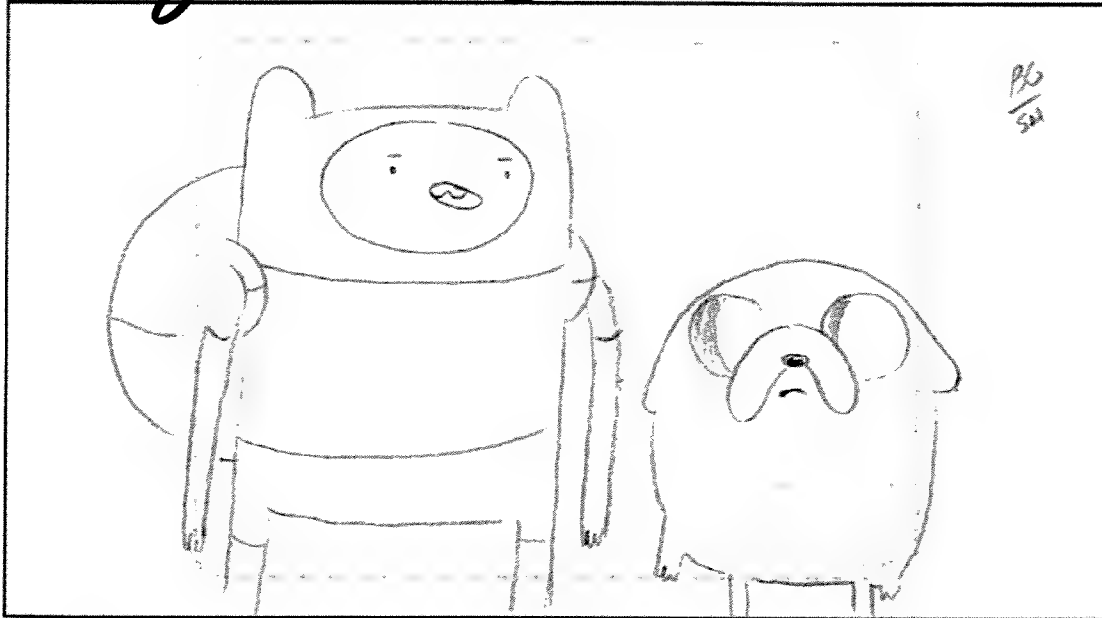
Page 35

Sc.

25 cont Pnl. B

Bg.

day night



PG  
SA

Sc.

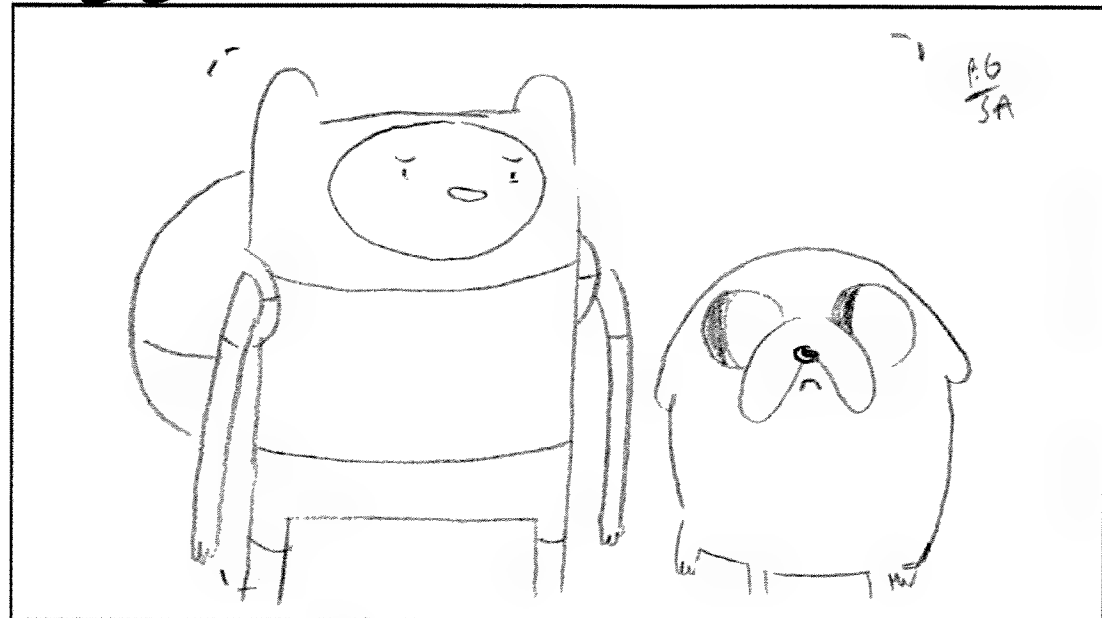
25 cont

Pnl.

C

Bg.

day night



PG  
SA

Dialog:

(F) DUDE JAMES IS  
KINDA...

(F) Goofy...

Action:

Timing:

JUN 27 2013

EPISODE #

1014-151

1014/151

Production :

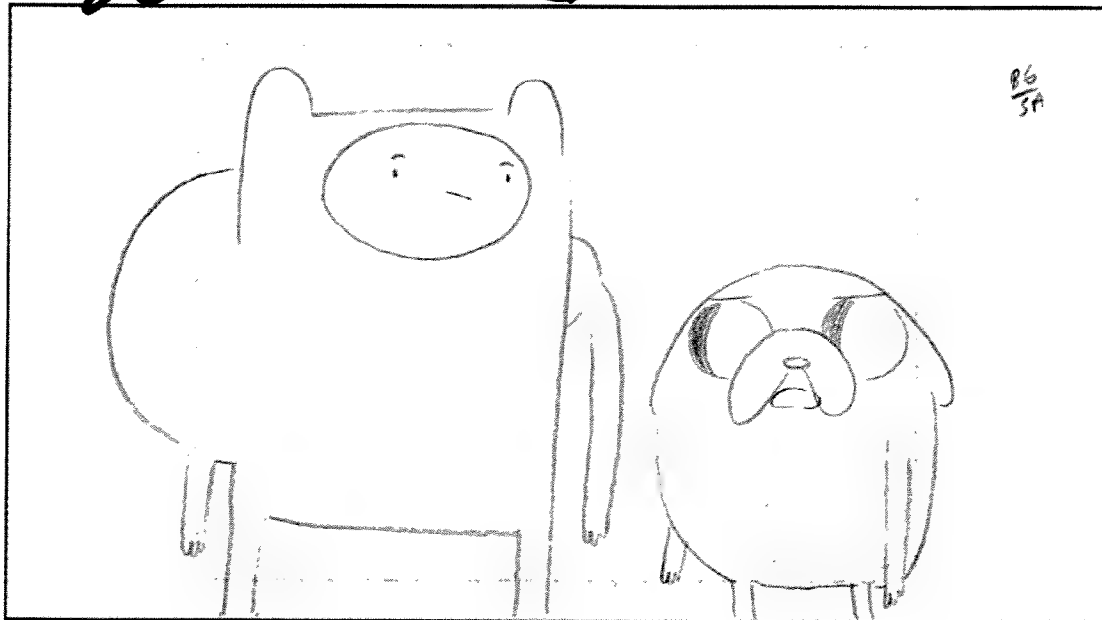
1014/151

# ADVENTURE TIME

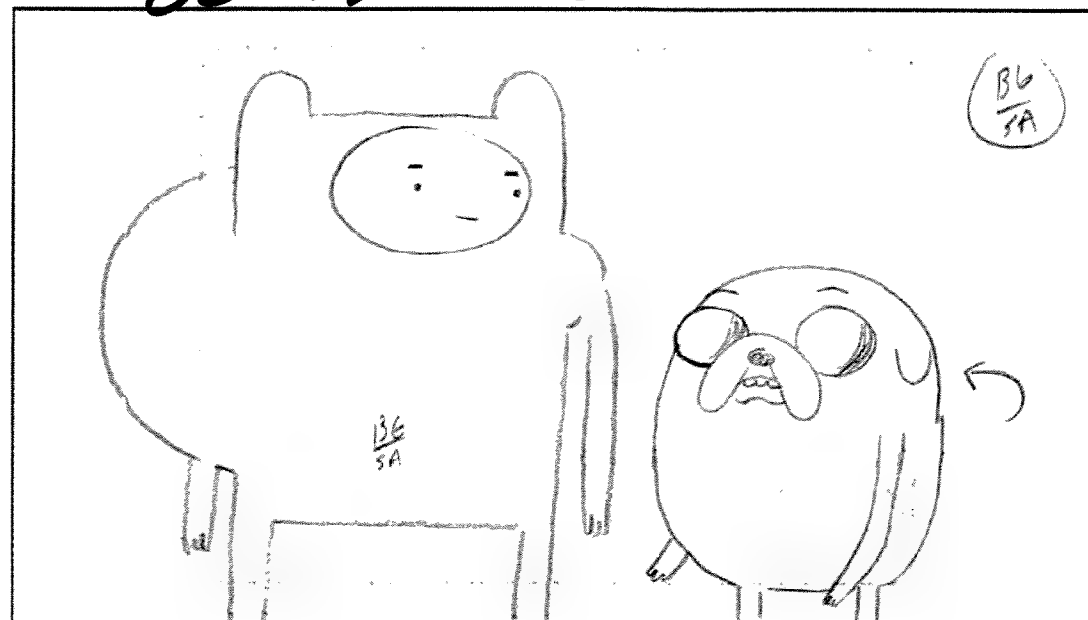


Page **36**

Sc. **25 CONT** Pnl. **D** Bg. day night



Sc. **25 CONT** Pnl. **E** Bg. day night



Dialog:

⑤ Wansn't gonna say anything... but yeah...

Action:

Timing:

⑤ MAYbe when we get to know him better i'll be charming...

JUN 27 2013

Production :

EPISODE #

1014-151

1014/151

1014/151

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
26	A			

Dialog:	SFX (alarm) BEEP BEEP BEEP
Action:	
Timing:	JUN 27 2013

EPISODE # 1014-151

1014/151

Production :

1014/151

# ADVENTURE TIME



Sc.

26 cont Pnl.

B

Bg.

day night

Sc.

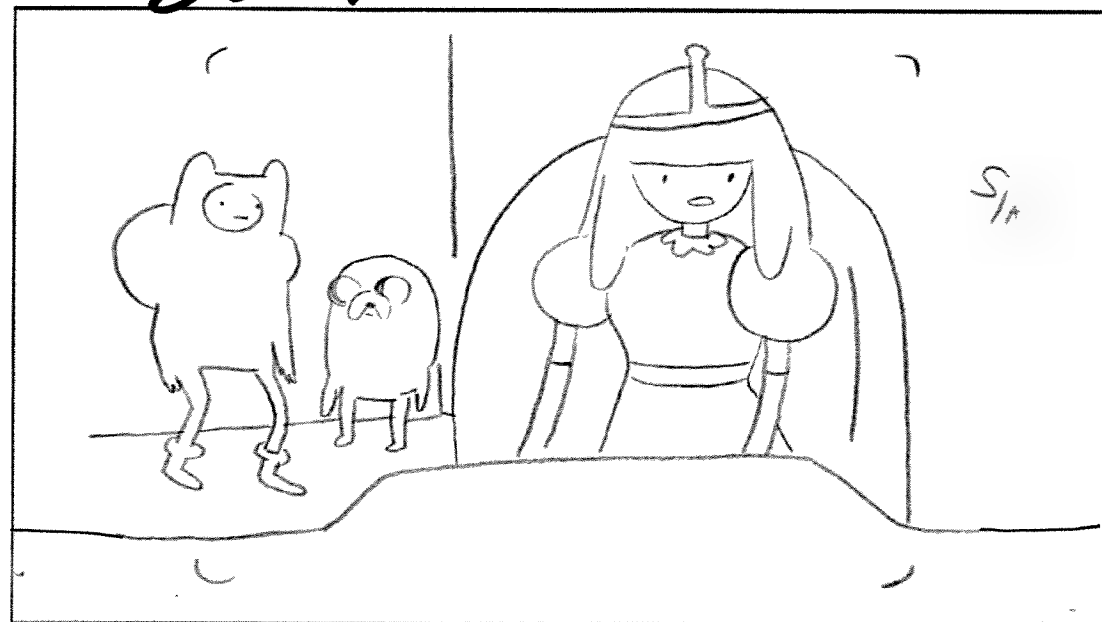
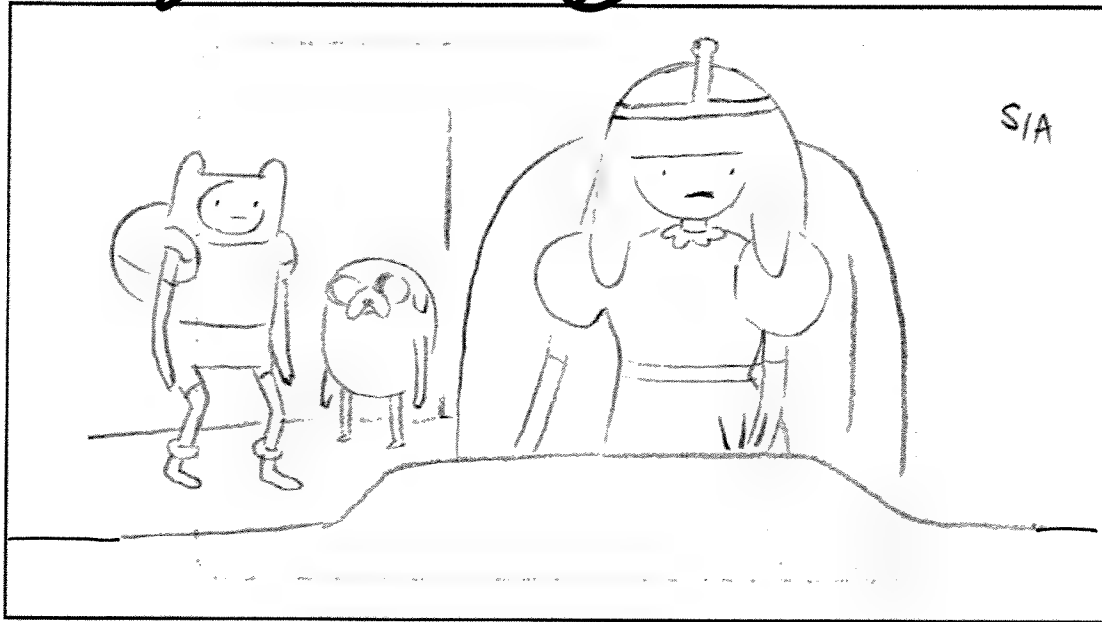
26 cont Pnl.

C

Bg.

Page

38  
38A NEXT  
day night



Dialog:

SFX - DEEP BEEP  
DEEP.

(PB) JAMES, slow down,  
we're here.

Action:

- THEY LOOK AT  
FLASHING LIGHT

Timing:

JUN 27 2013

EPISODE #

1014/151 1014-151

Production :

1014/151

ADVENTURE TIME



Sc. 27

Pnl. A

Bg.

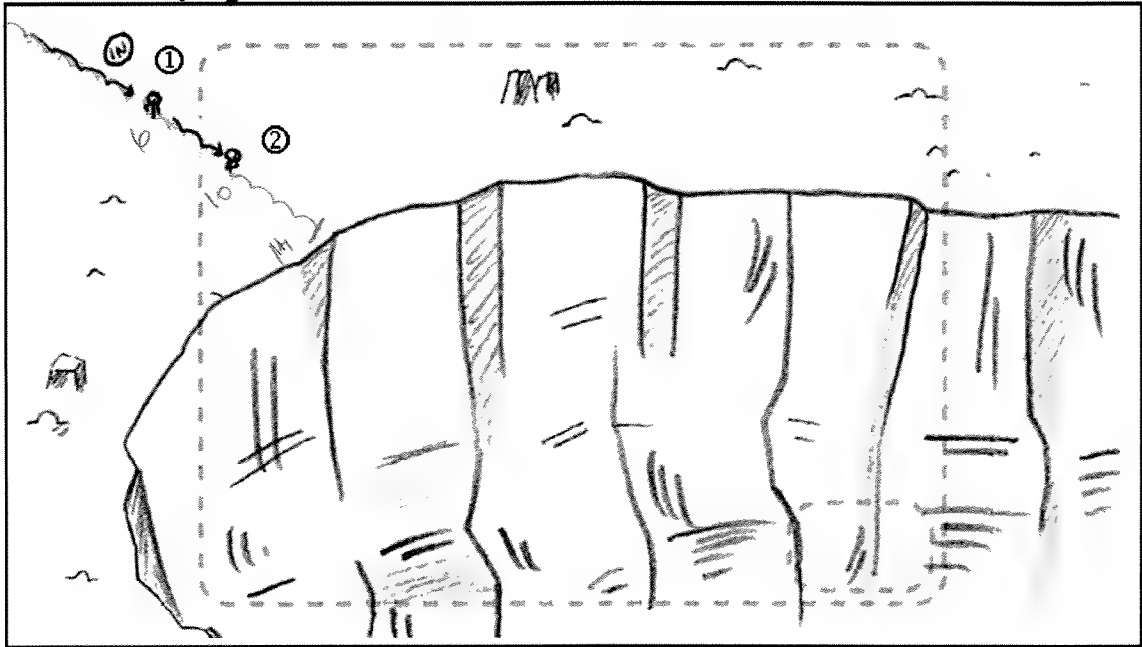
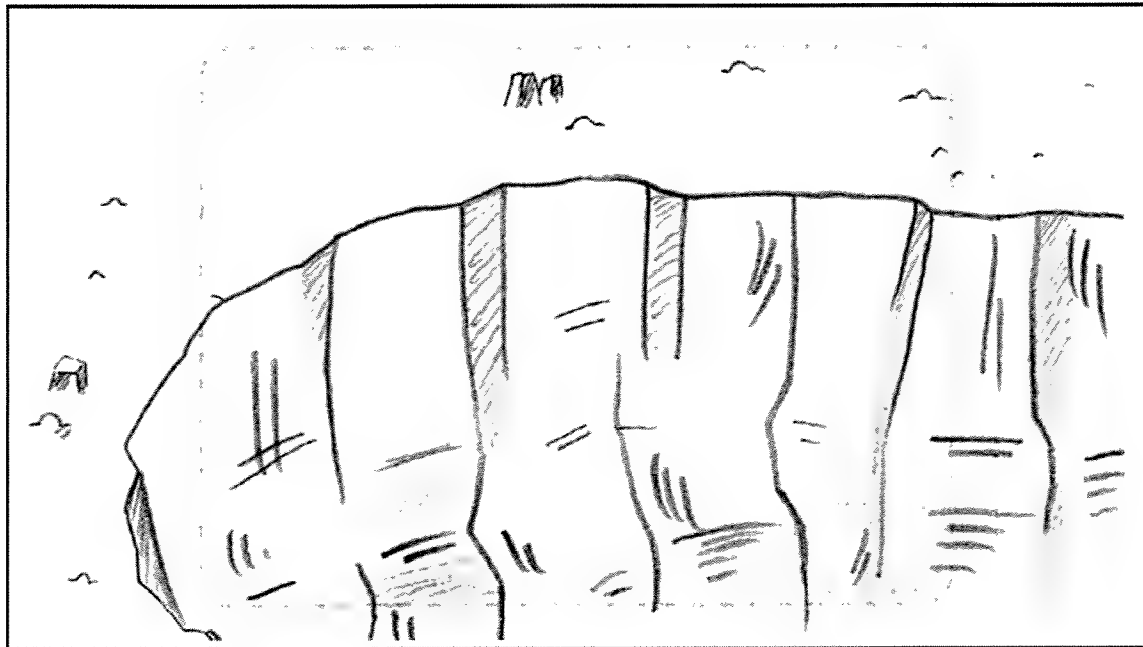
day night

Sc. 27

*cont*

Pnl. B

Bg.



Dialog:
Action:
Timing:

JUN 27 2013

1014/151

EPISODE # 1014-151

1014/151

Production :

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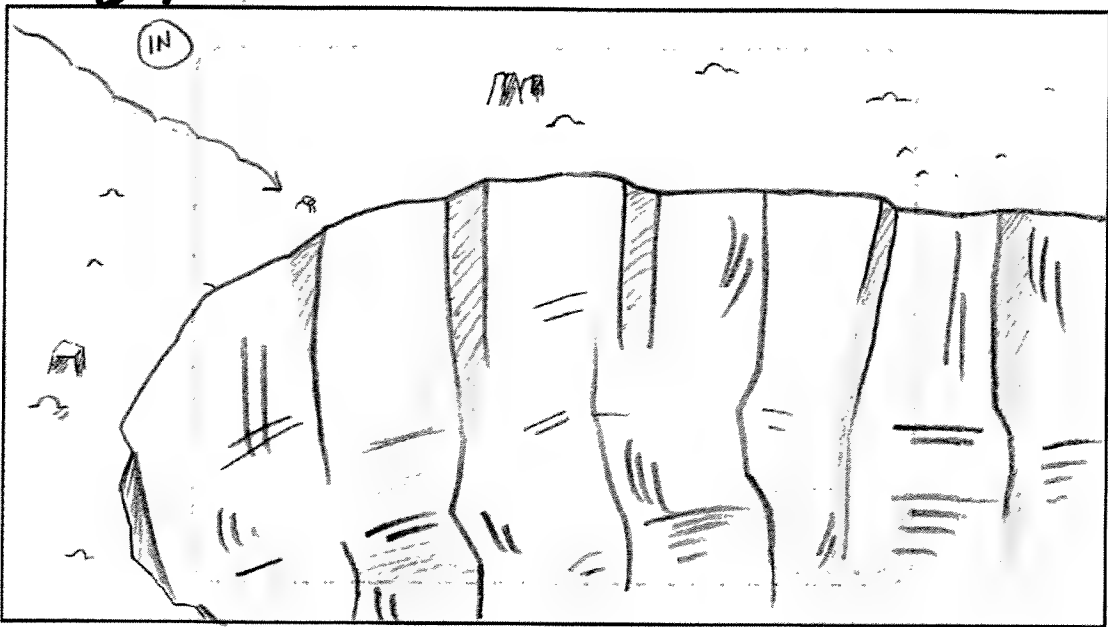
1014/151



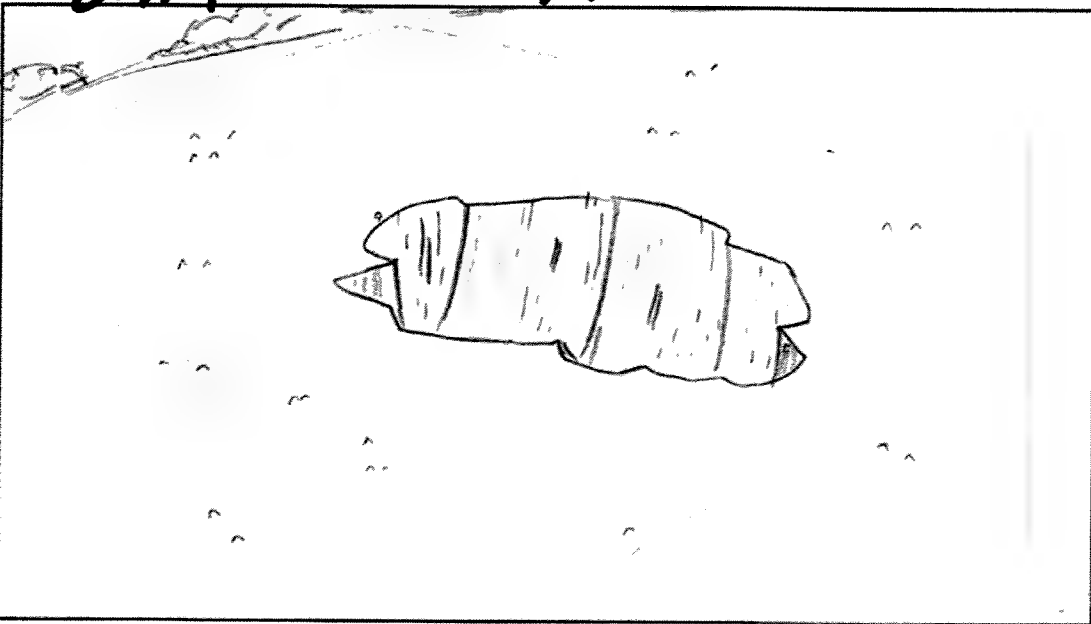
ADVENTURE TIME



Sc. 27 CONT Pnl. C Bg. day night



Sc. 27A Pnl. A Bg. day night



Dialog:	
Action:	- crawler walks into shot to crater. (HUGE HOLE)
Timing:	JUN 27 2015

1014-151

EPISODE #

1014/151

Production :

1014/151

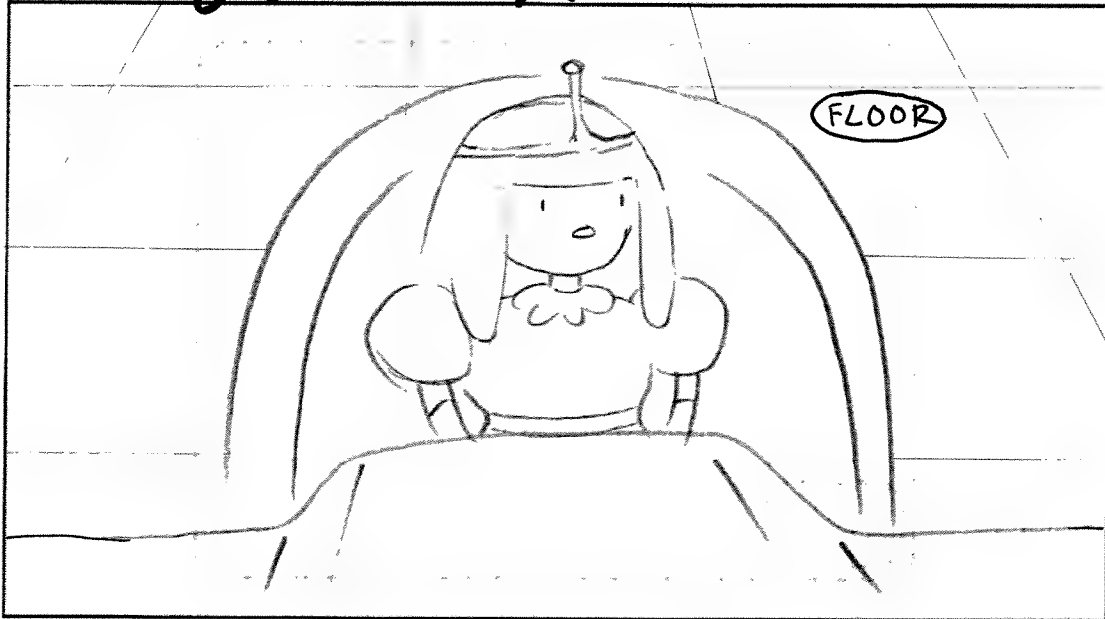
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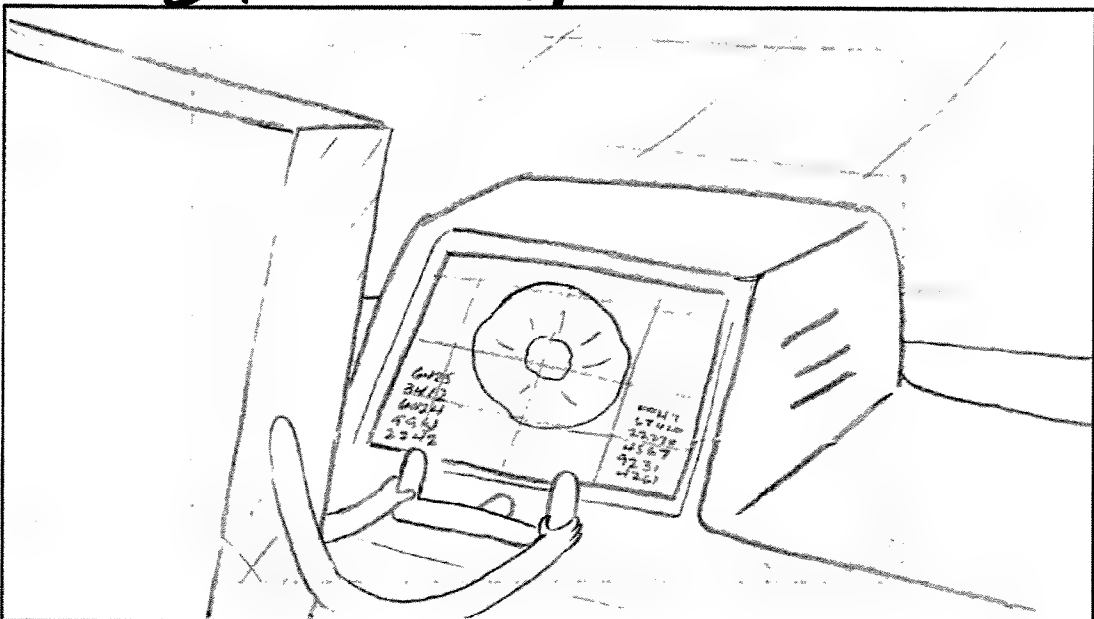
ADVENTURE TIME



Sc. 28 Pnl. A Bg. day night



Sc. 29 Pnl. A Bg. day night



Dialog:	<p>(PB) Atmospheric reading</p> <p>James/ I'm registering mondo mega rads down there.</p>
Action:	<p>JUN 27 2013</p>
Timing:	

EPISODE # 1014-151  
1014/151

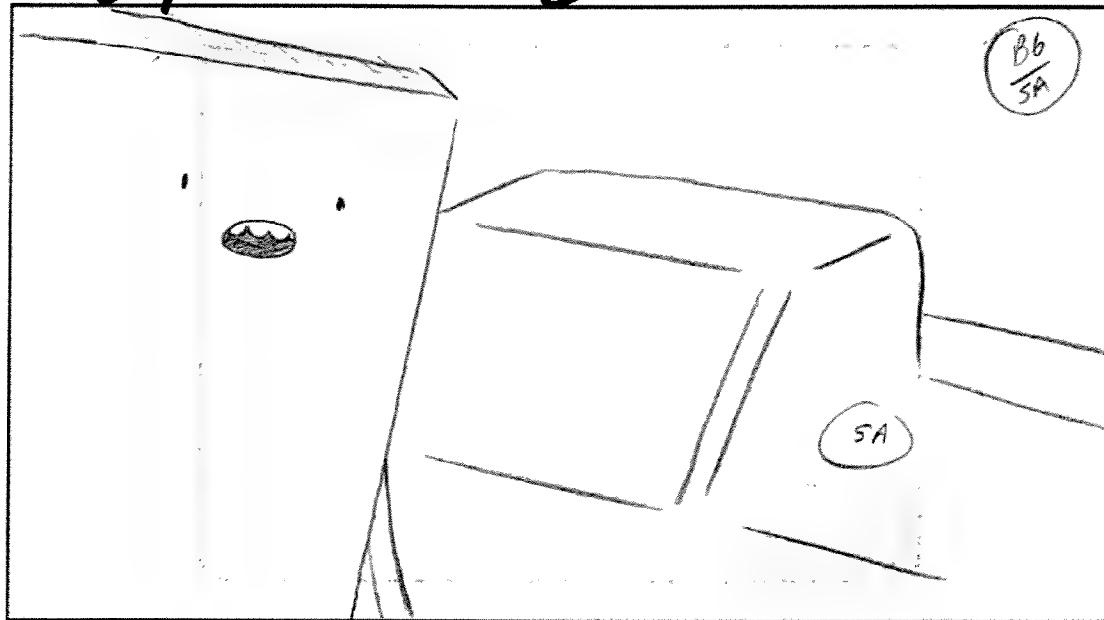
Production :

# ADVENTURE TIME

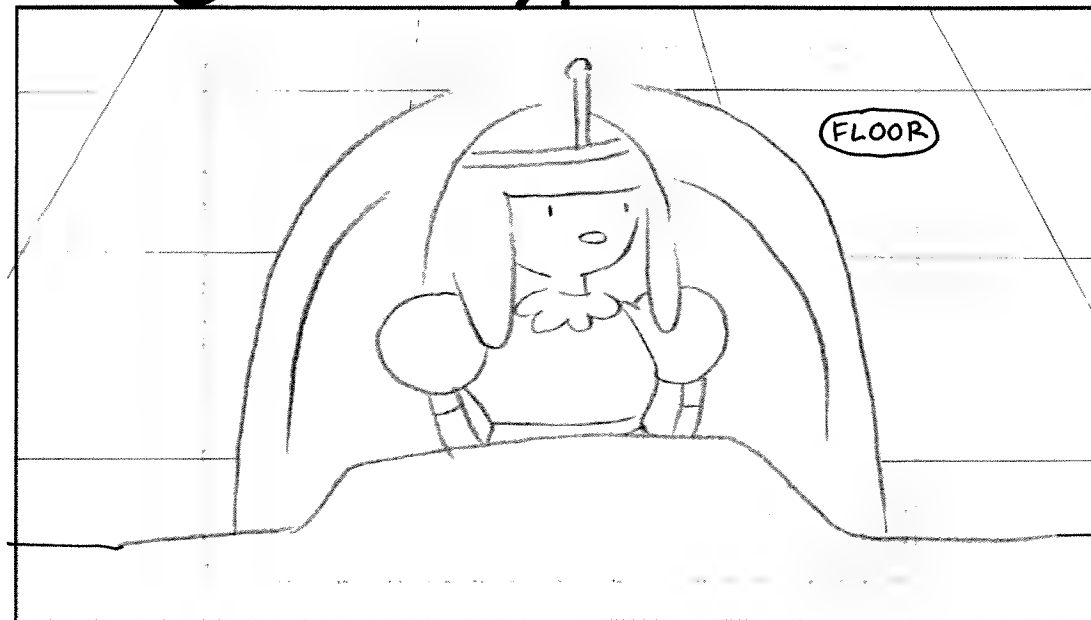


Page 44

Sc. 29 cont Pnl. B Bg. day night



Sc. 30 Pnl. A Bg. day night



Dialog:	<p><u>JAMES</u> I'm ready the radiation suits upon landing.</p> <p><u>PB</u> EXCELLENT. TAKE US DOWN</p>
Action:	<p>JUN 27 2013</p>
Timing:	

EPISODE # 1014-151  
1014/151  
Production :

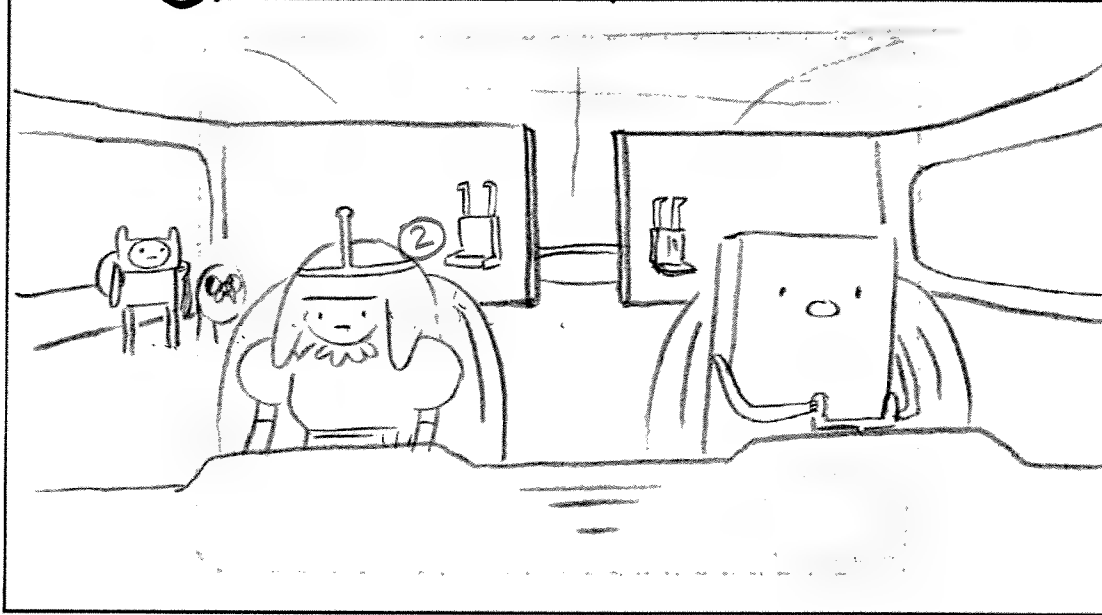
1014/151

# ADVENTURE TIME

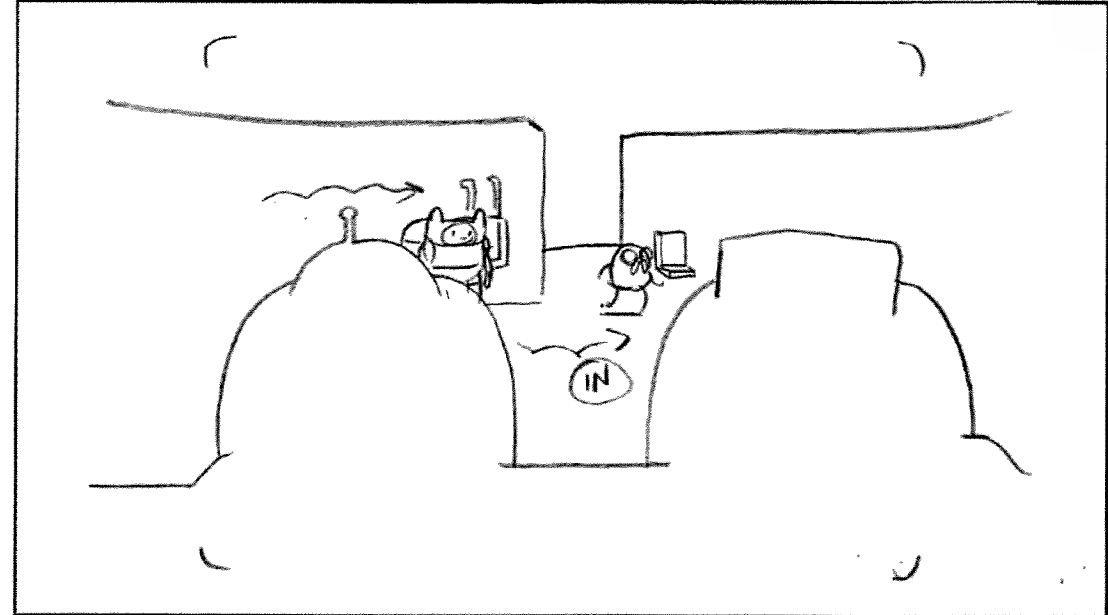


Page 42

Sc. 31 Pnl. A Bg. day night



Sc. 3/CANT Pnl. B Bg. day night



Dialog:	<p>SFX (BUZZER)</p> <p><u>JAMES</u> - HOLD ON TO YOUR SACK LUNCH.</p>	
Action:		<p>THEY RUN OVER TO RUMBLE SEATS JUN 27 2013</p>
Timing:		

EPISODE #  
1014/151 , 1014-151

Production :

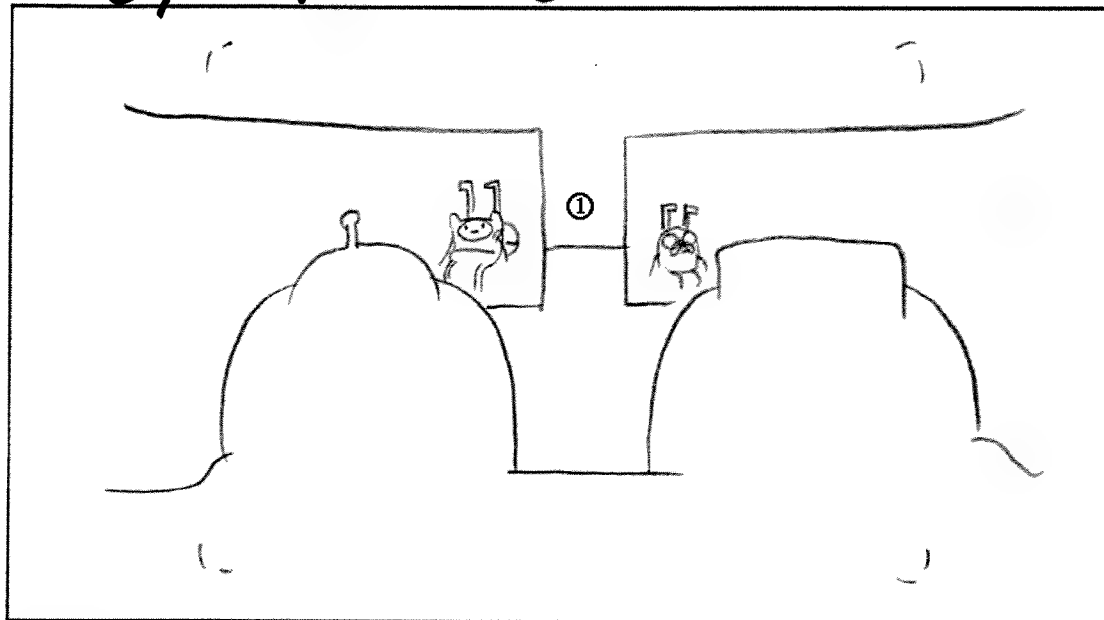
1014/151

# ADVENTURE TIME

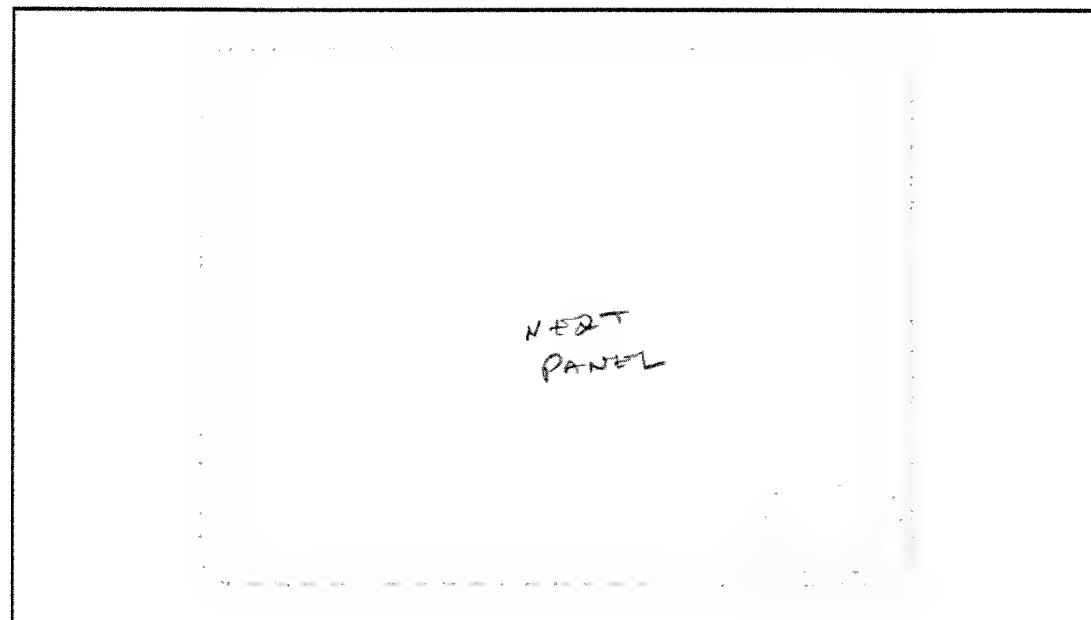


Page **43**

Sc. **3/CONT** Pnl. **C** Bg. day night



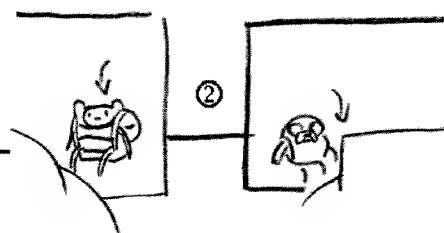
Sc. Pnl. Bg. day night



Dialog:

Action:

① ②



SEAT BELTS  
CLAMP DOWN-

JUN 27 2013

Timing:

EPISODE # 1014-151

1014/151

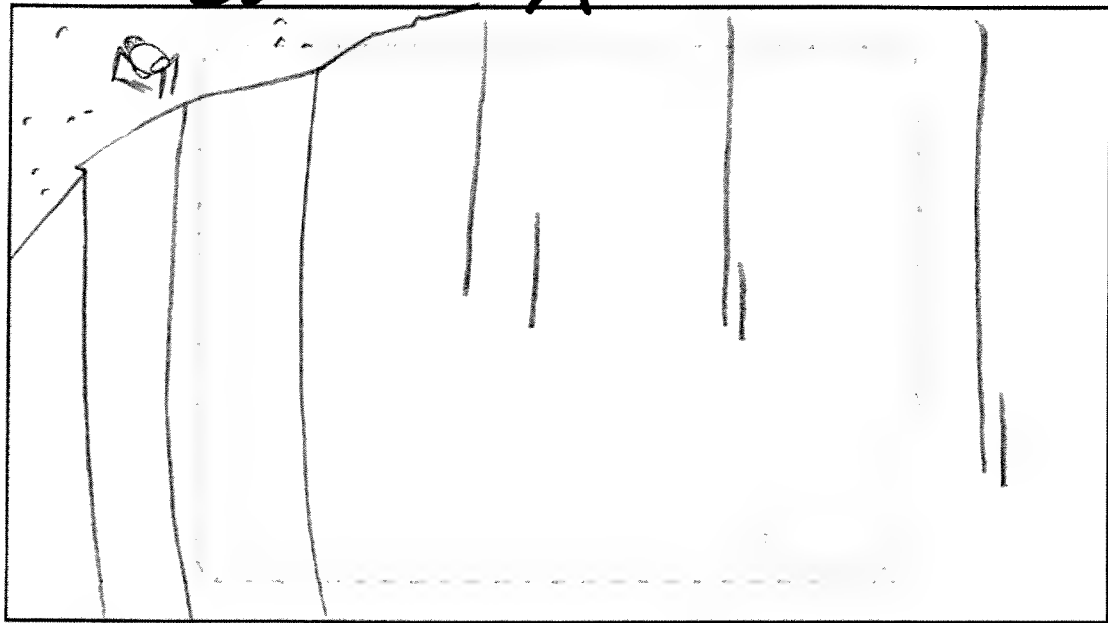
Production :

1014/151

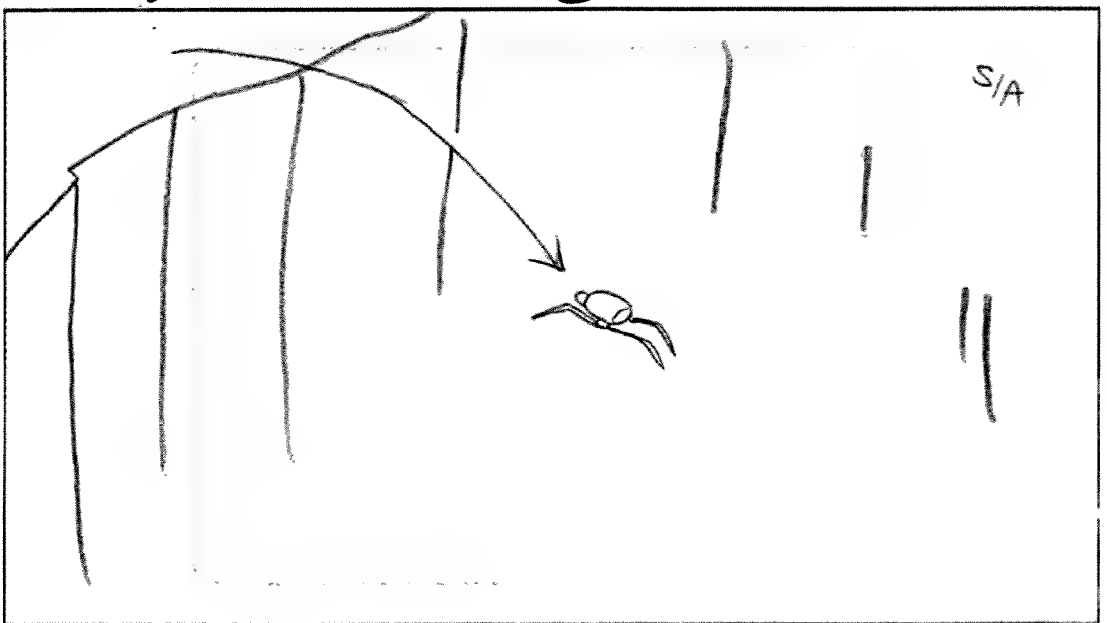
ADVENTURE TIME



Sc. 32 Pnl. A Bg. day night



Sc. 32 CONT Pnl. B Bg. day night



Dialog:
Action:
Timing:

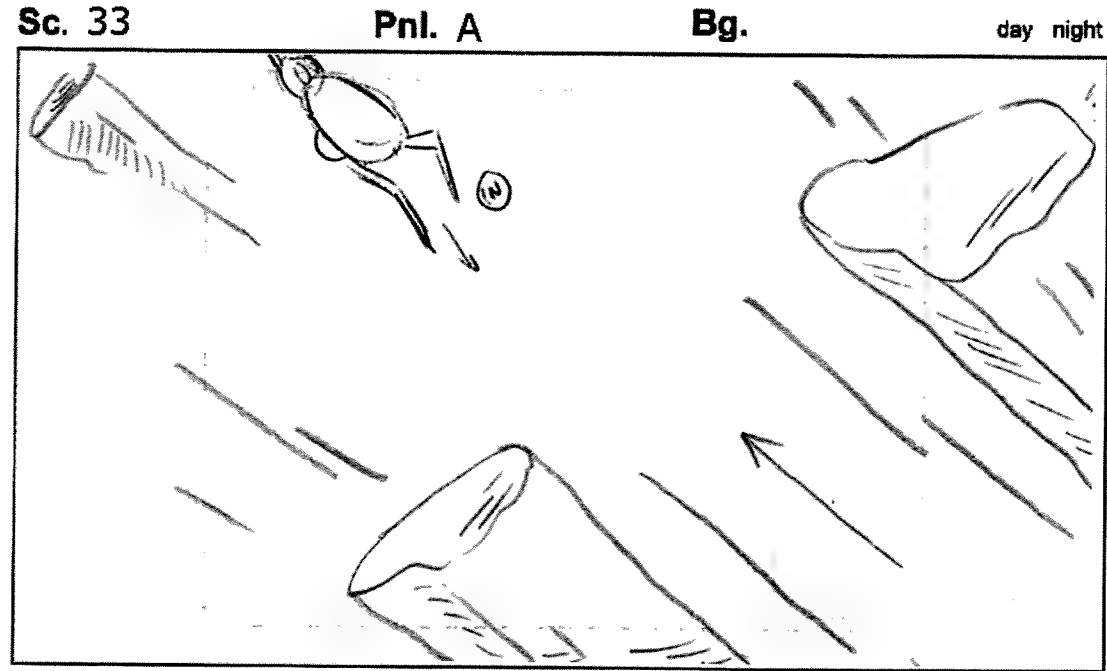
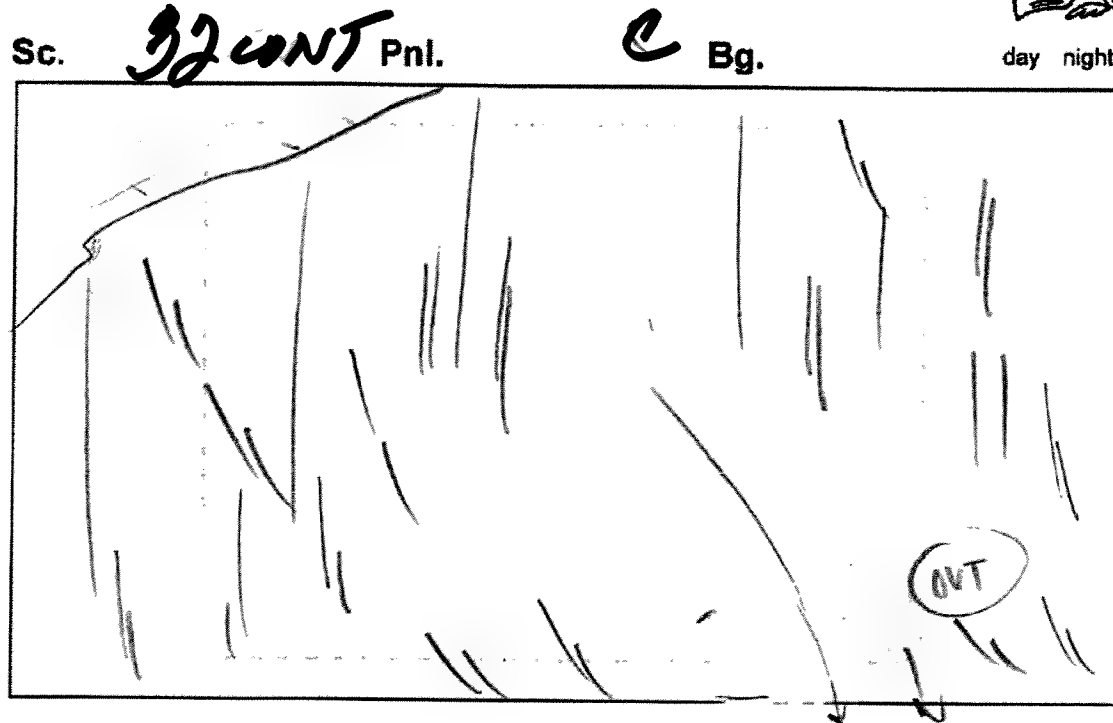
JUN 27 2013

EPISODE # 1014-151  
1014/151

Production :

1014/151

# ADVENTURE TIME



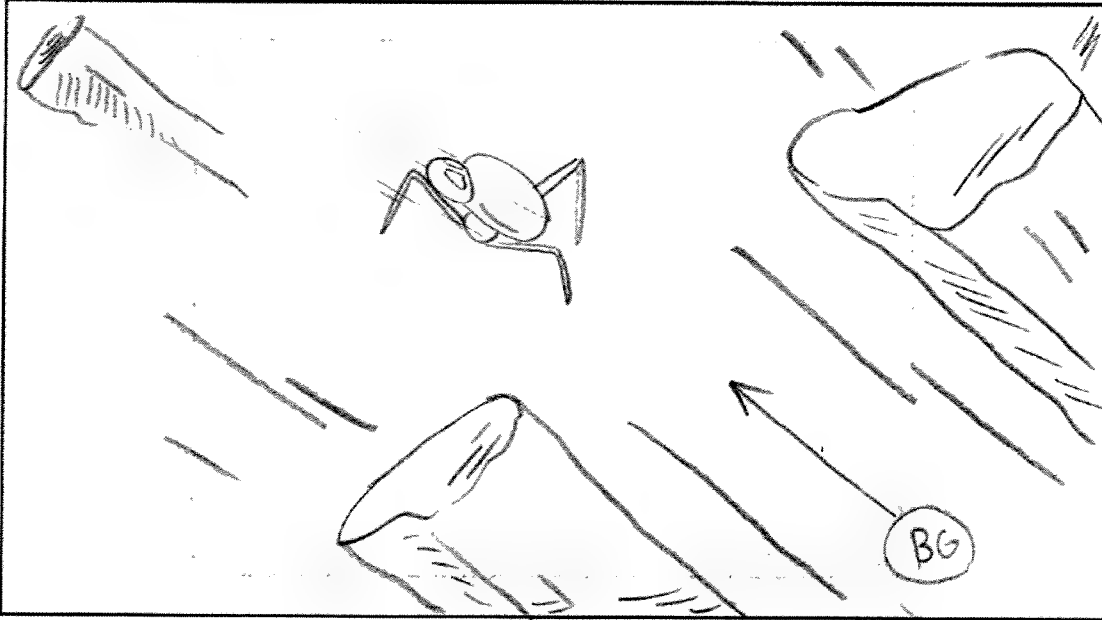
Dialog:
Action: - SHIP FALLS OFF/S.
Timing:

JUN 27 2015

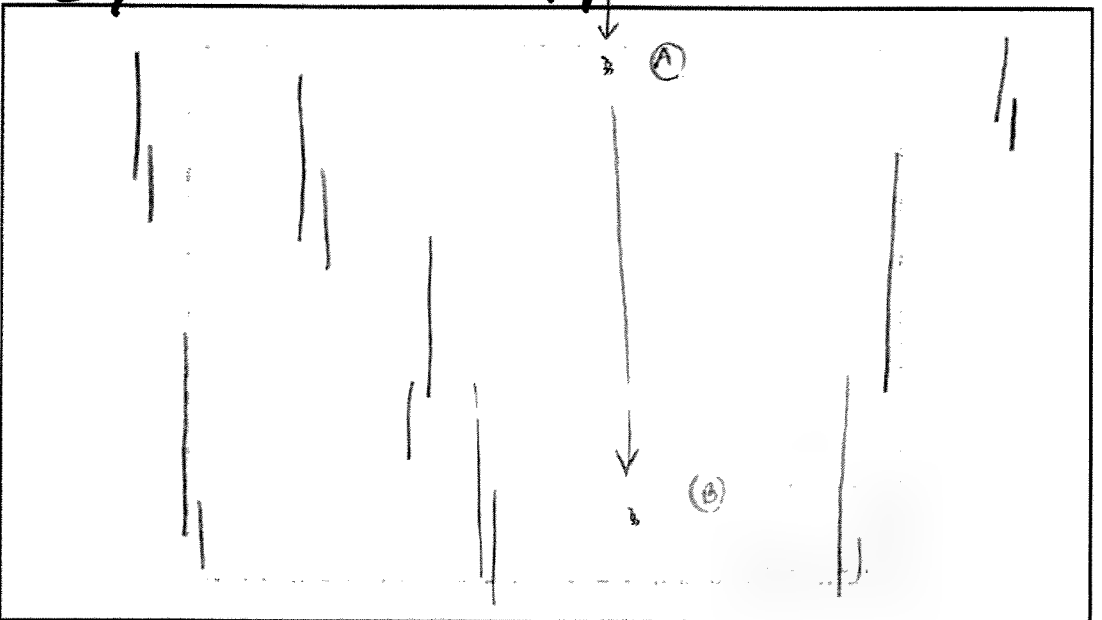
ADVENTURE TIME



Sc. 33 cont Pnl. B Bg. day night



Sc. 34 Pnl. A Bg. day night



Dialog:
Action: - CAMERA PANS AS SHIP FALLS - SHIP FALLS
Timing:

JUN 27 2013

EPISODE # 1014-151  
1014/151  
Production :

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1014/151

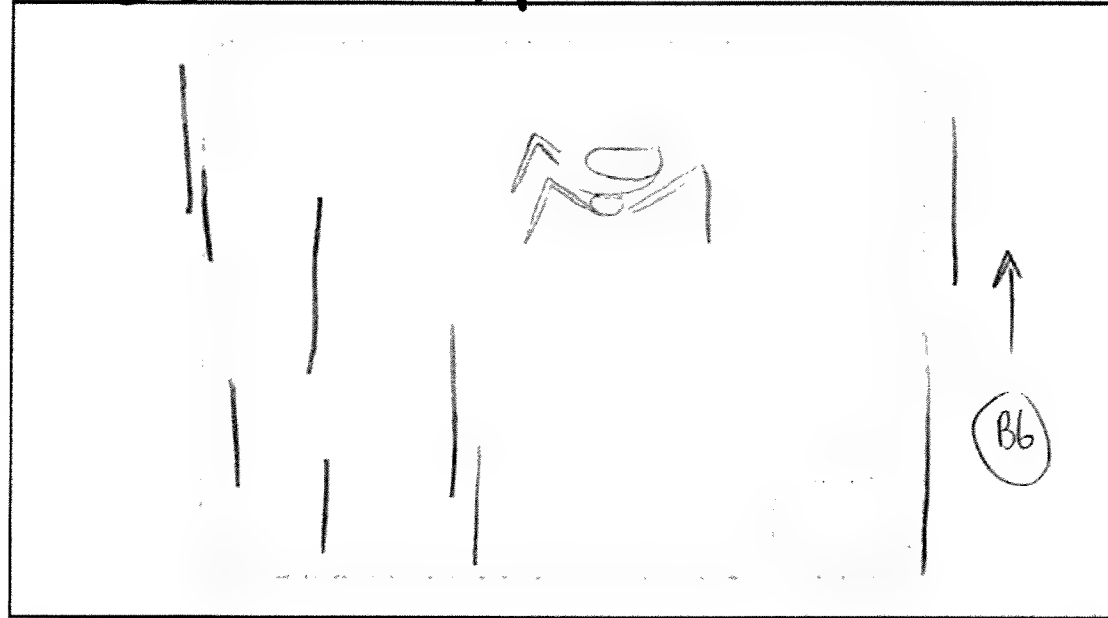


# ADVENTURE TIME

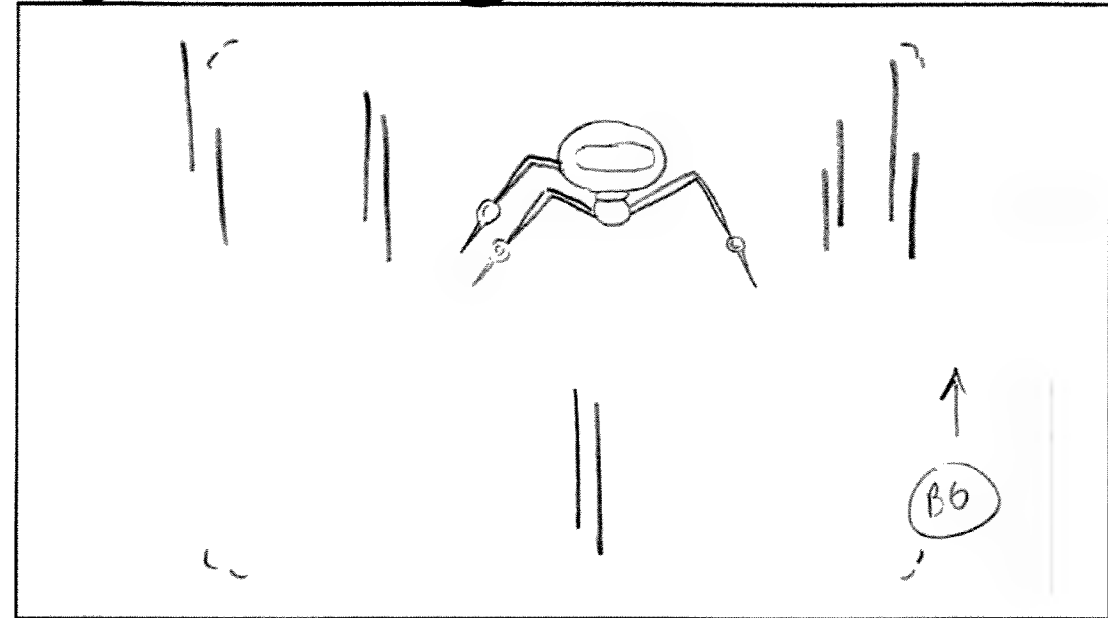


Page 47

Sc. 35 Pnl. A Bg. day night



Sc. 35 CONT Pnl. B Bg. day night



Dialog:		
Action:	(B6 PANNING)	JETS FIRE OFF
Timing:		

SFX: \* FSHHH

JUN 27 2013

EPISODE # 1014-151

1014/151

Production :

1014/151

# ADVENTURE TIME

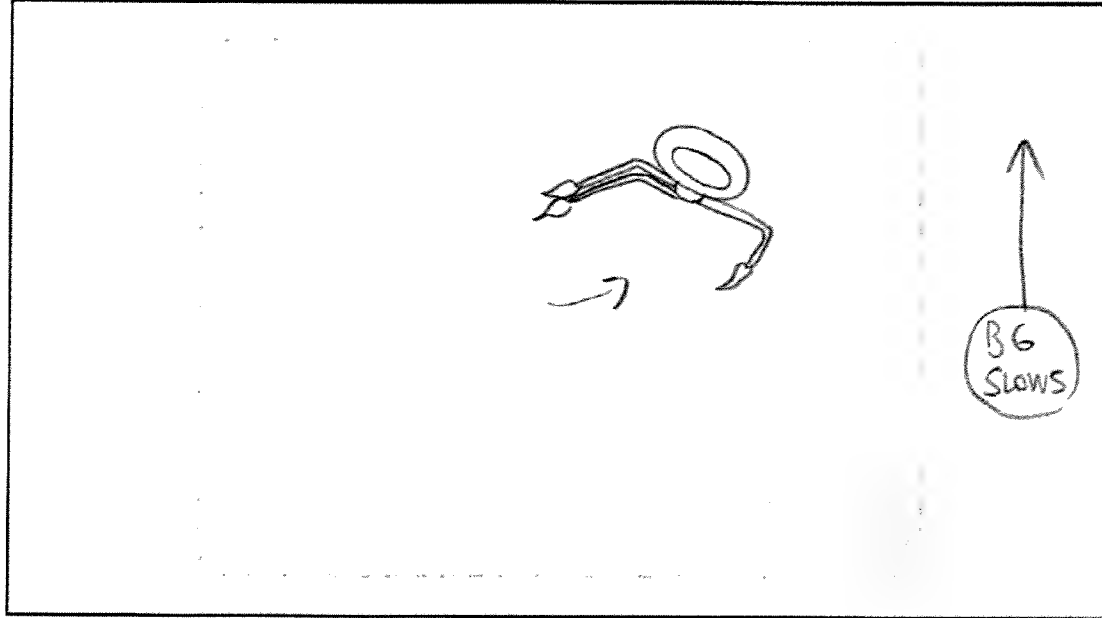


Page 48

Sc. 35 cont Pnl. C

Bg.

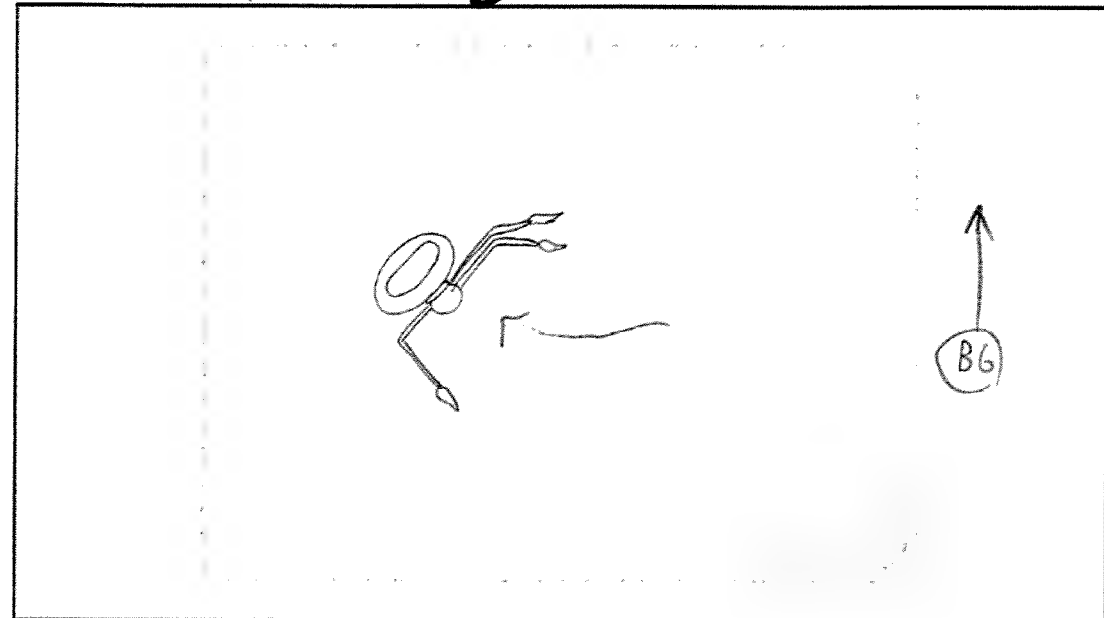
day night



Sc. 35 cont Pnl. D

Bg.

day night



Dialog:

Action:

- SHIP DRIFTS TO  
THE RIGHT

- SHIP DRIFTS LEFT

JUN 27 2013

Timing:

EPISODE #

1014-151

1014/151

Production :

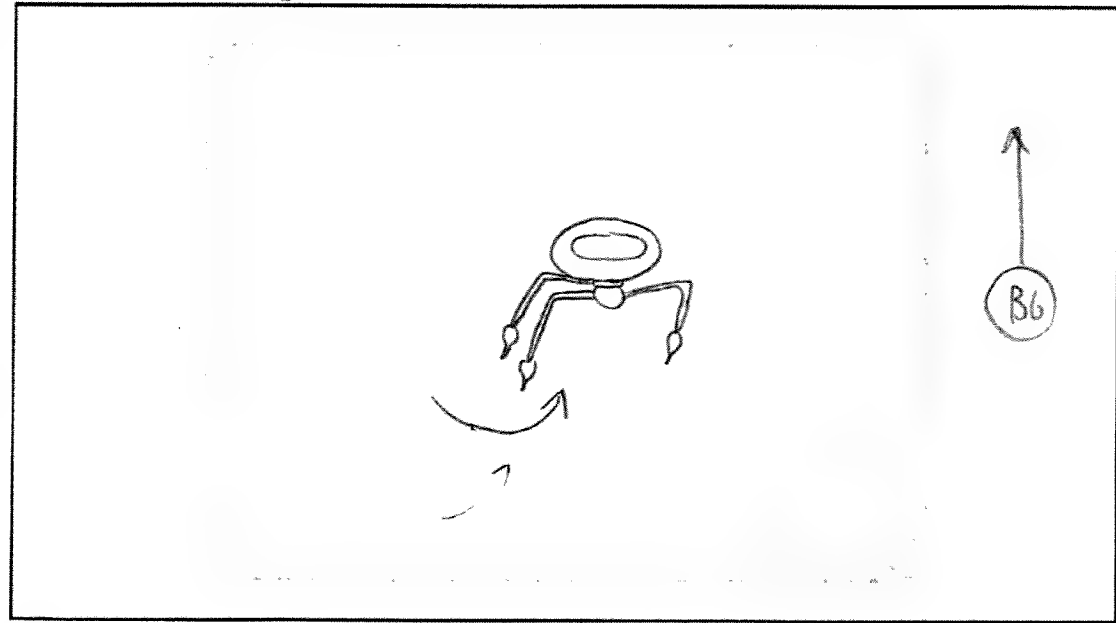
1014/151

# ADVENTURE TIME

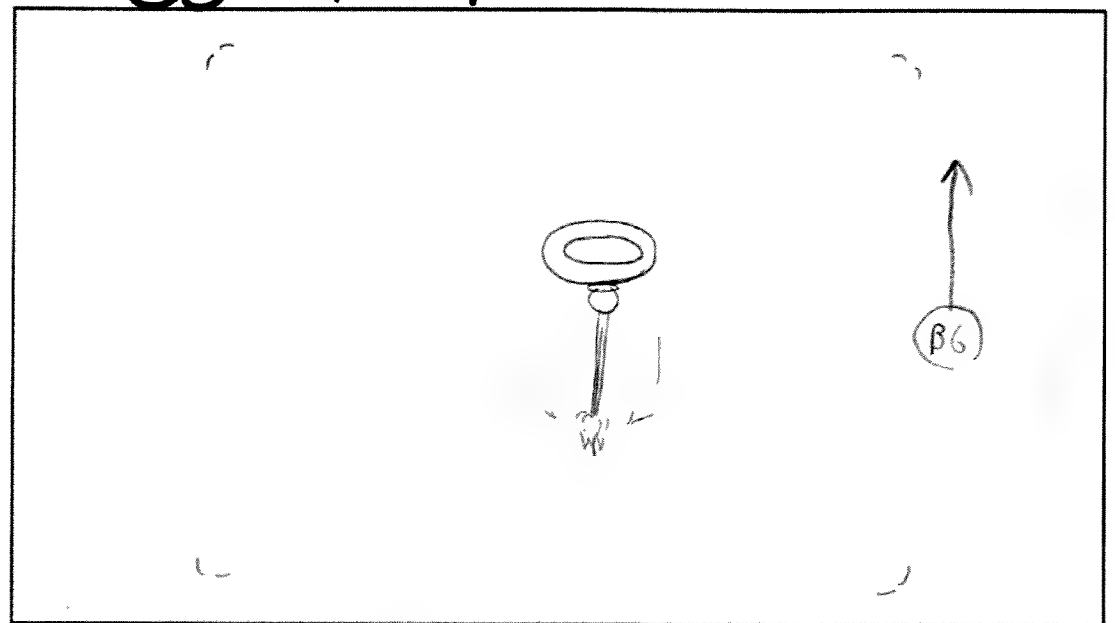


Page 49

Sc. *35 CONT* Pnl. *E* Bg. day night



Sc. *35 CONT* Pnl. *F* Bg. day night



Dialog:	
Action:	<i>- SHIP STABILIZES ...</i>
Timing:	<i>- SHIP'S LEGS COME TOGETHER</i> JUN 27 2013

1014-151

EPISODE #

1014/151

Production :

1014/151

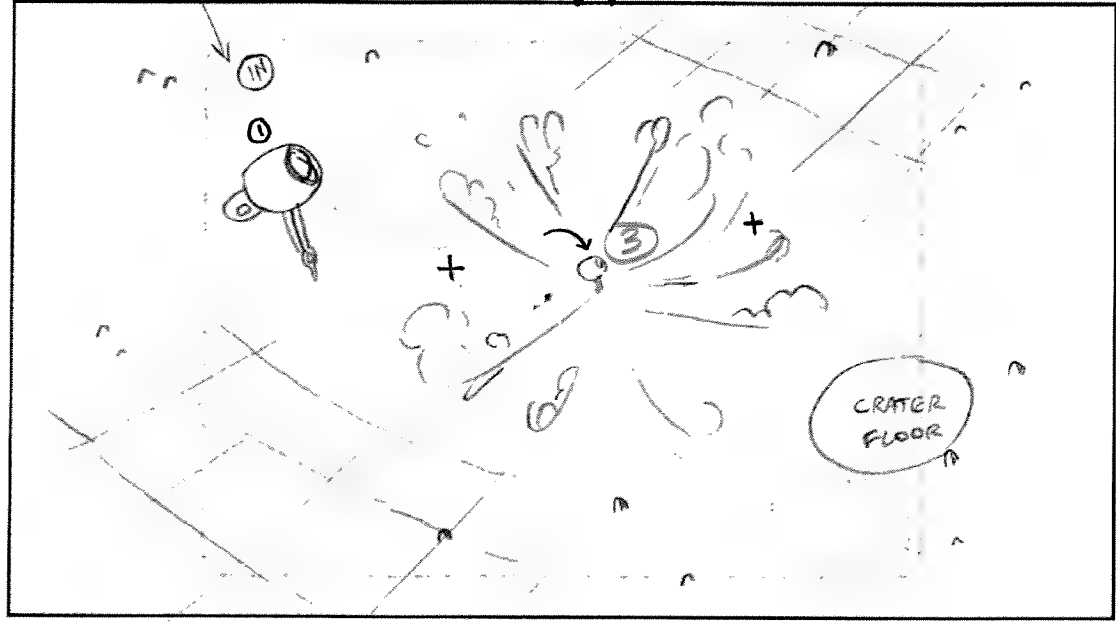
1014/151

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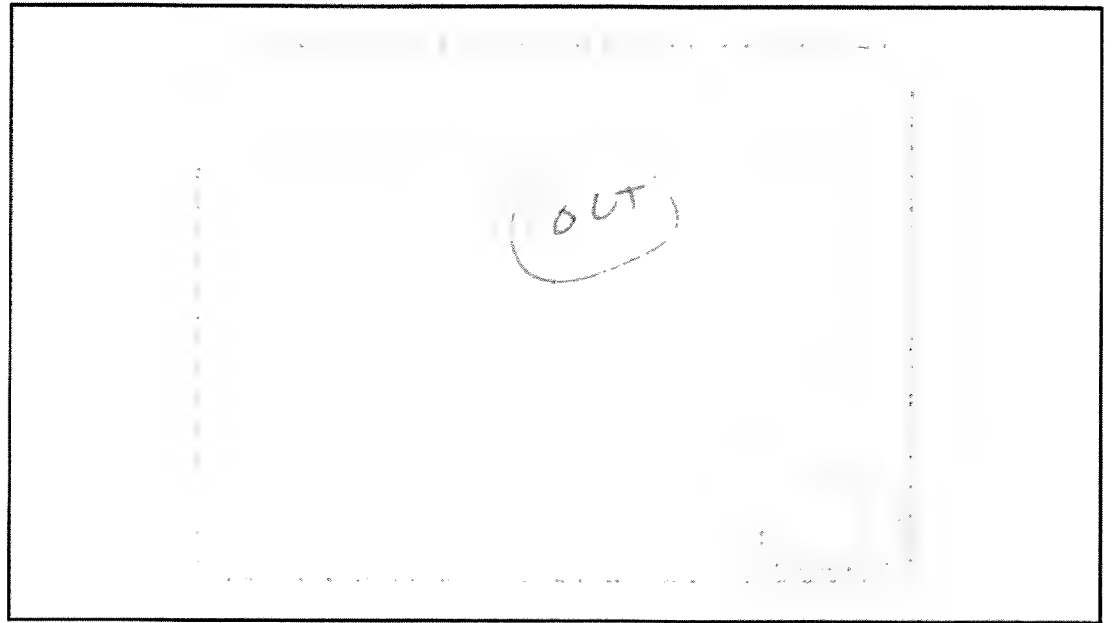
ADVENTURE TIME



Sc. 36 Pnl. A Bg. day night



Sc. Pnl. Bg. day night

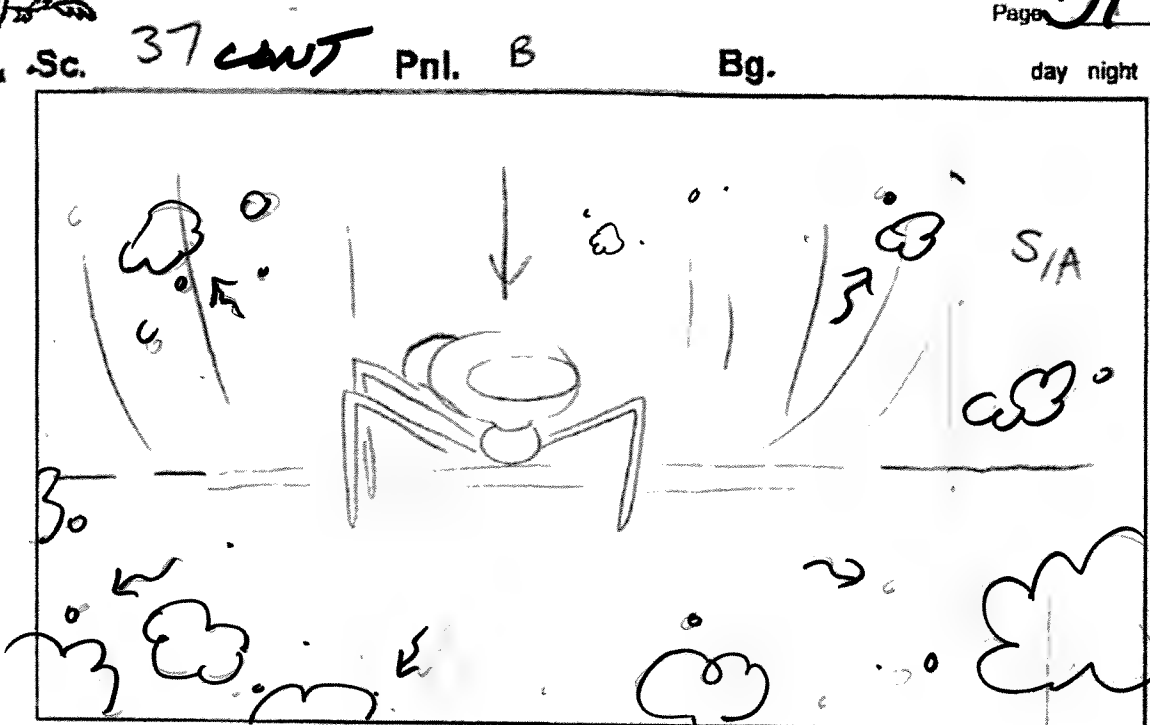
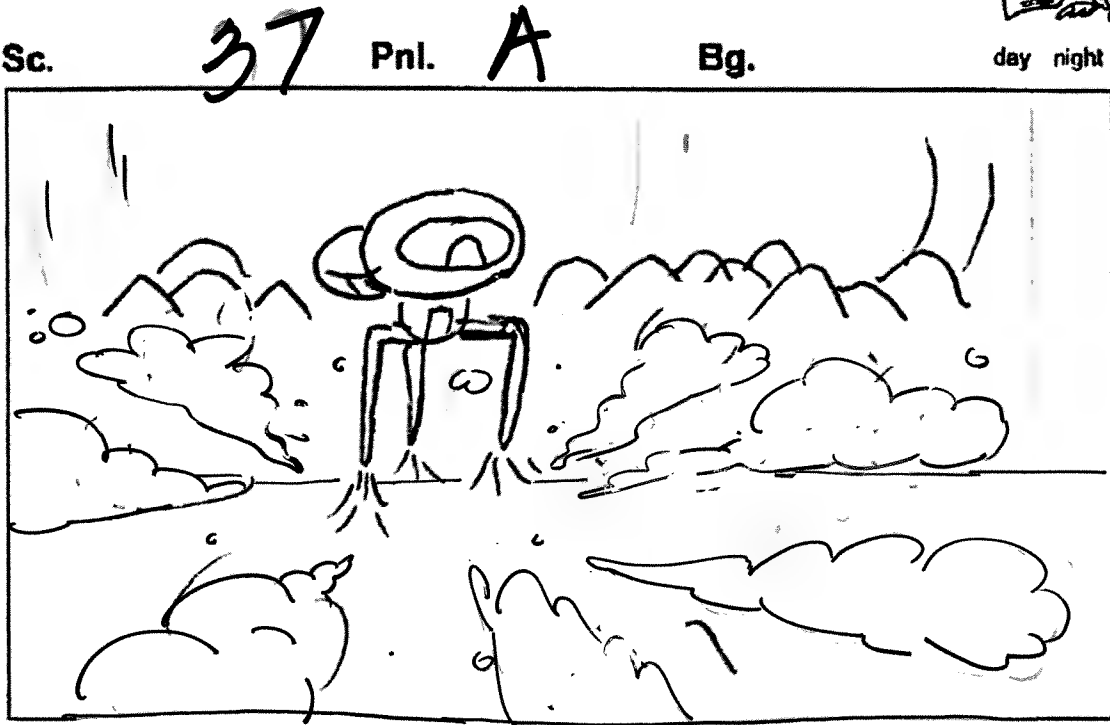


Dialog:	
Action:	- SHIP CLOSES IN FOR LANDING - DUST CLOUD RISES IN ALL DIRECTIONS
Timing:	



EPISODE # 1014-151  
1014/151  
Production :

ADVENTURE TIME

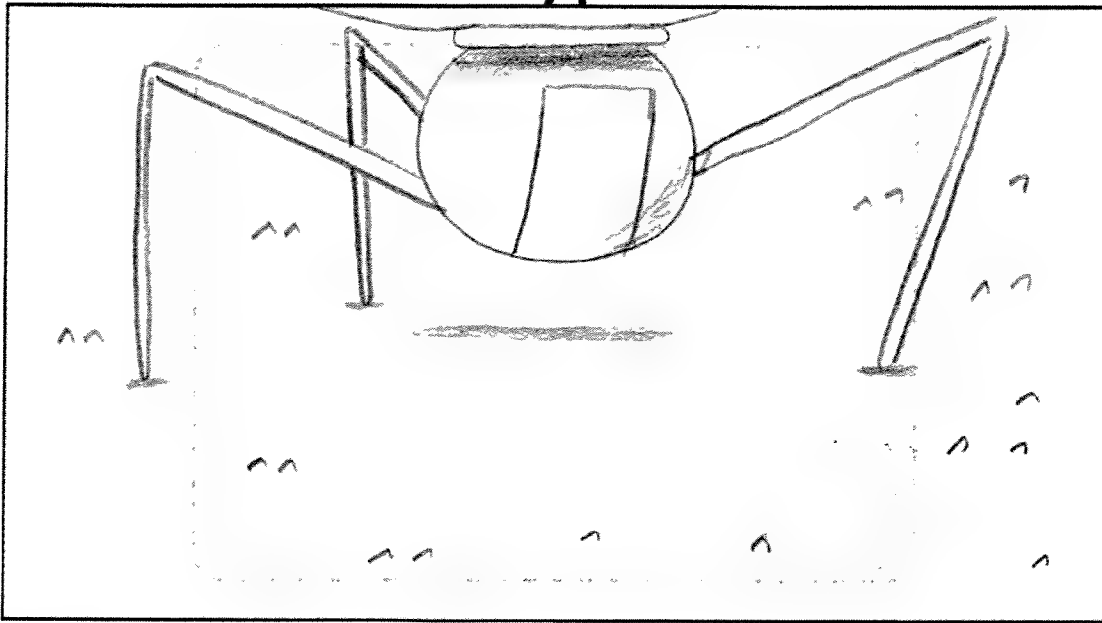


Dialog:		<ul style="list-style-type: none"><li>- SHIP LANDS</li><li>- DUST CLOUD SLOWLY DISSIPATES</li></ul>
Action:		
Timing:		

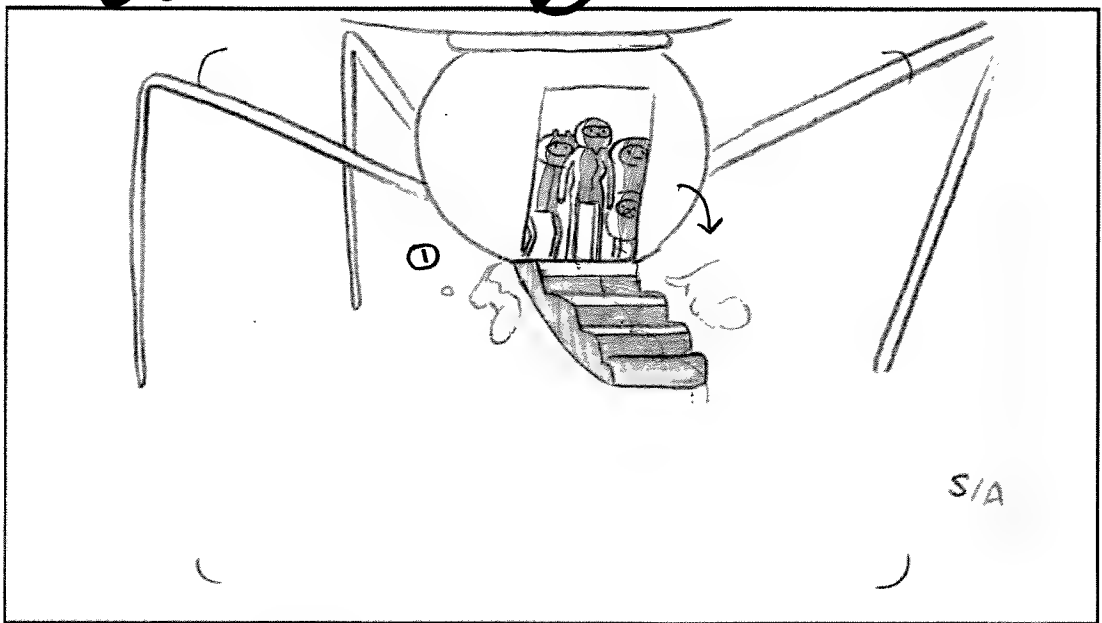
ADVENTURE TIME



Sc. **38** Pnl. **A** Bg. day night



Sc. **38 cont** Pnl. **B** Bg. day night



Dialog:		<p>— DOOR OPENS... LITTLE PUFF of air escapes</p> <p>JUN 27 2013</p>
Action:		
Timing:		

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1014/151

Production :

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# ADVENTURE TIME



Sc.

38 cont Pnl.

C

Bg.

day night

Sc.

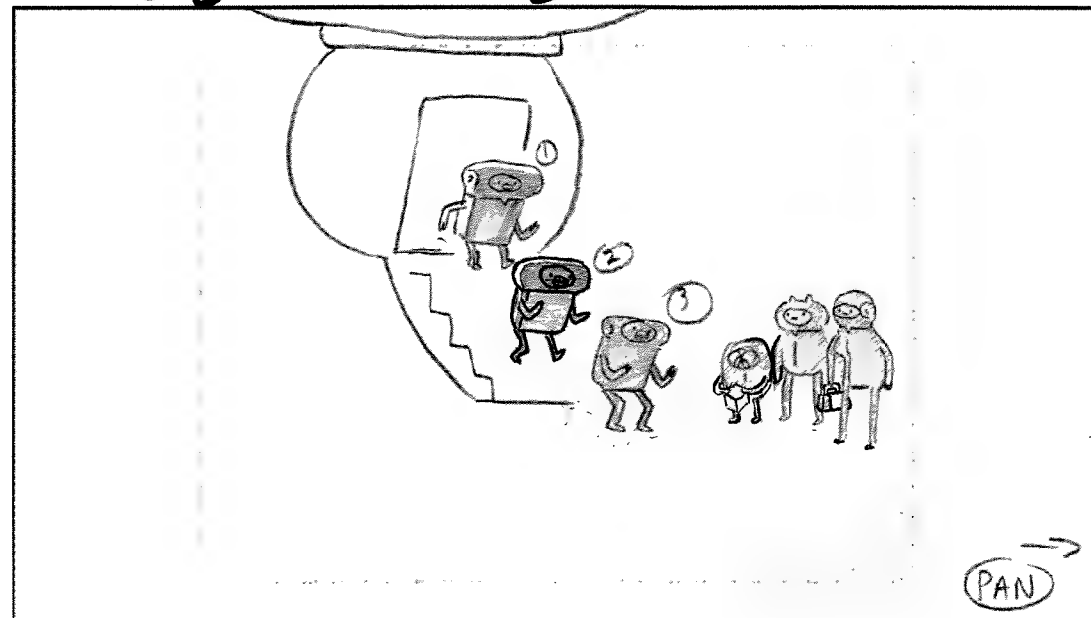
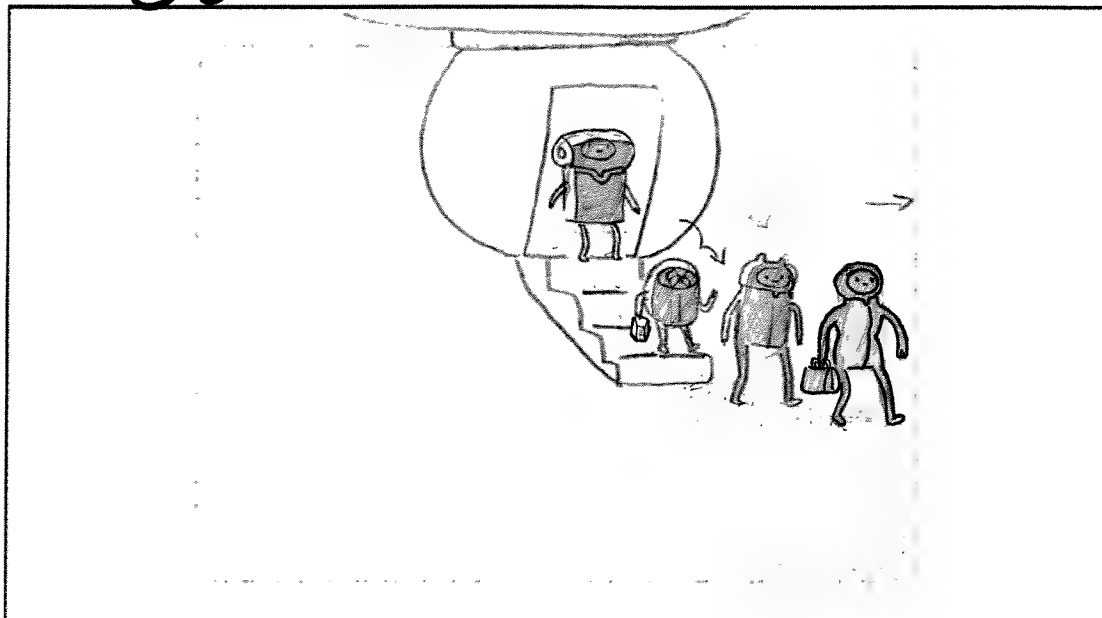
38 cont Pnl.

D

Bg.

Page

53  
53A NEXT  
night



Dialog:

JAMES ① vrrt, ② vrrt, ③ vrrt,

JUN 27 2013

Action:

— THEY WALK OUT OF THE SHIP

— JAMES WALKS DOWN RAMP PRETENDING TO BE A ROBOT

(BG PANS) →

Timing:

① ② ③  
JAMES

10x normal step cycle  
Robotic Arms  
Pump Action  
w/ w tracks.

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1014/151

Production Cycle

1014/151

# ADVENTURE TIME



Page 53A  
**54 NEXT**  
day night

Sc. 39

Pnl. A

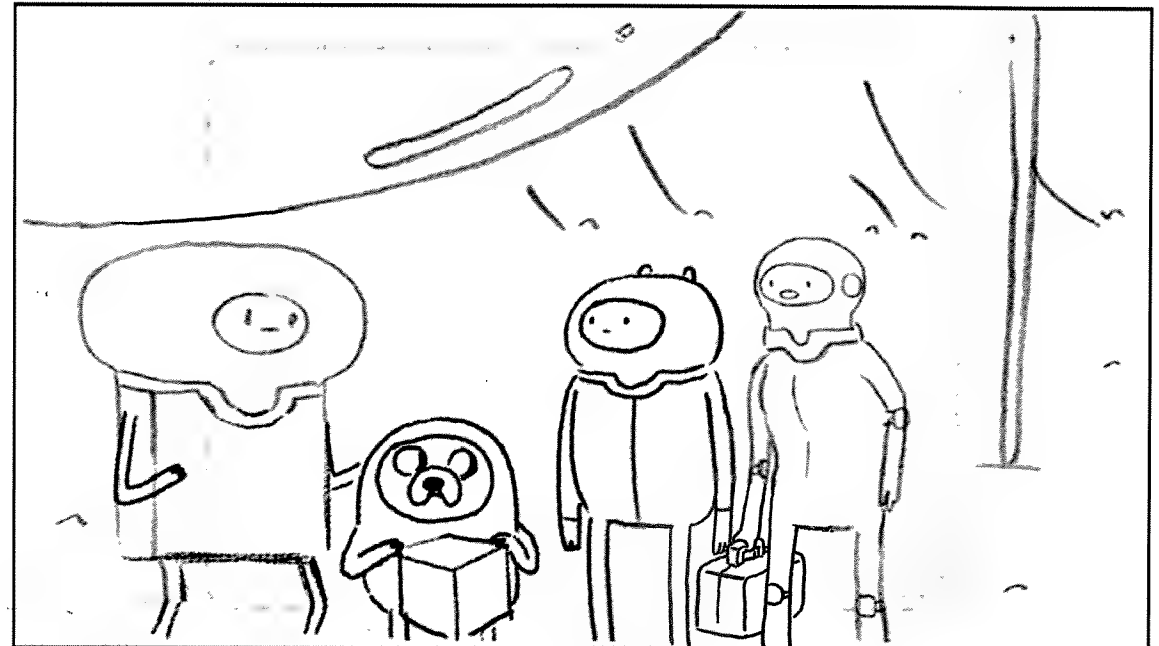
Bg.

day night

Sc. 39 *CONT*

Pnl. B

Bg.

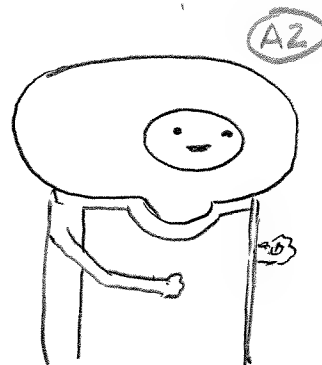
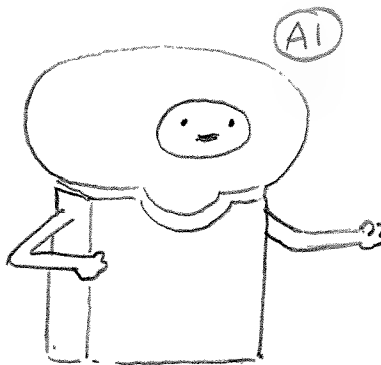


Dialog:

PB/ okay.

Action:

Timing:



JUN 27 2013

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1014/151

Production :

1014/151



# ADVENTURE TIME



Page **54**

Sc. **39 CONT** Pnl. C Bg. day night



Sc. **39 CONT** Pnl. D Bg. day night



Dialog:

(PB) YOU GUYS collect as many surface samples as you can.

Action:

Timing:

(PB) ROCKS, plants, dirt... anything.

JUN 27 2013

EPISODE #

1014-151

1014/151

Production :

1014/151

## ADVENTURE TIME

Page 55

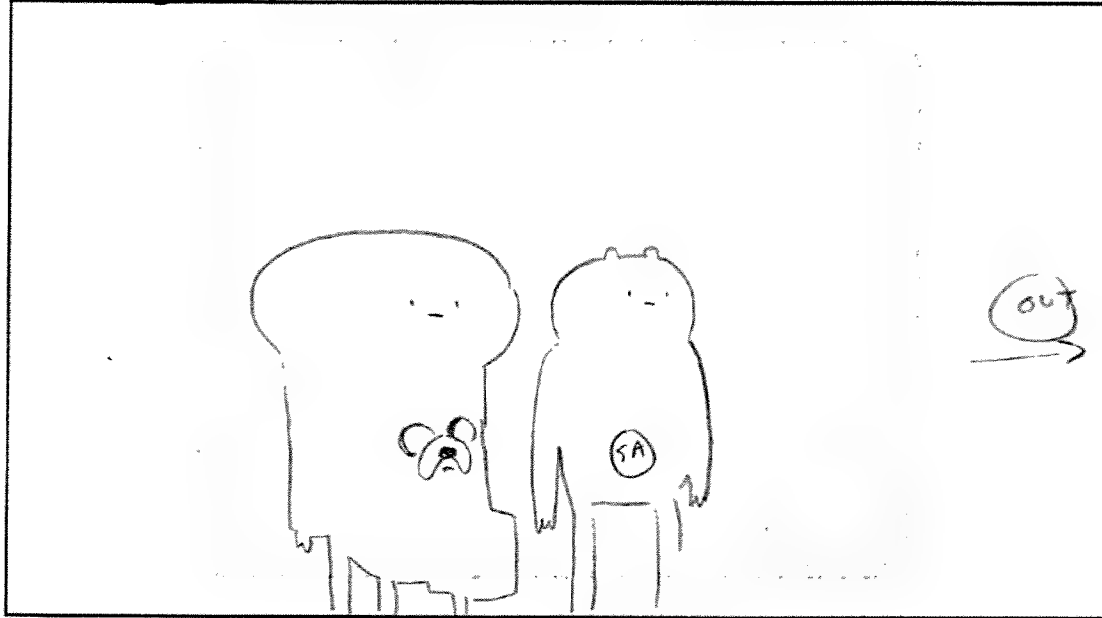
Sc.

39cont

Pnl. E

Bg.

day night



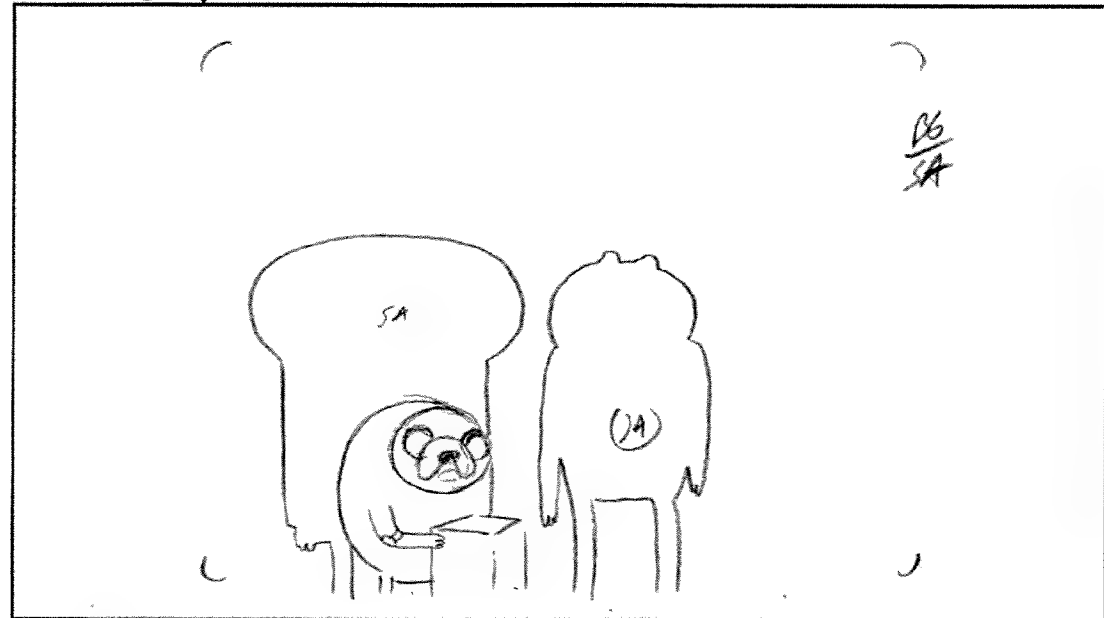
Sc.

39cont

Pnl. F

Bg.

day night



Dialog:

Ⓟ MOSTLY LOOKS LIKE IT'S  
JUST DIRT HERE...

Action:

- PB WALKS OUT  
- F, J + JAMES TRACK HER

- J. LOOKS AROUND

JUN 27 2013

Timing:

EPISODE # 1014-151

1014/151

Production :

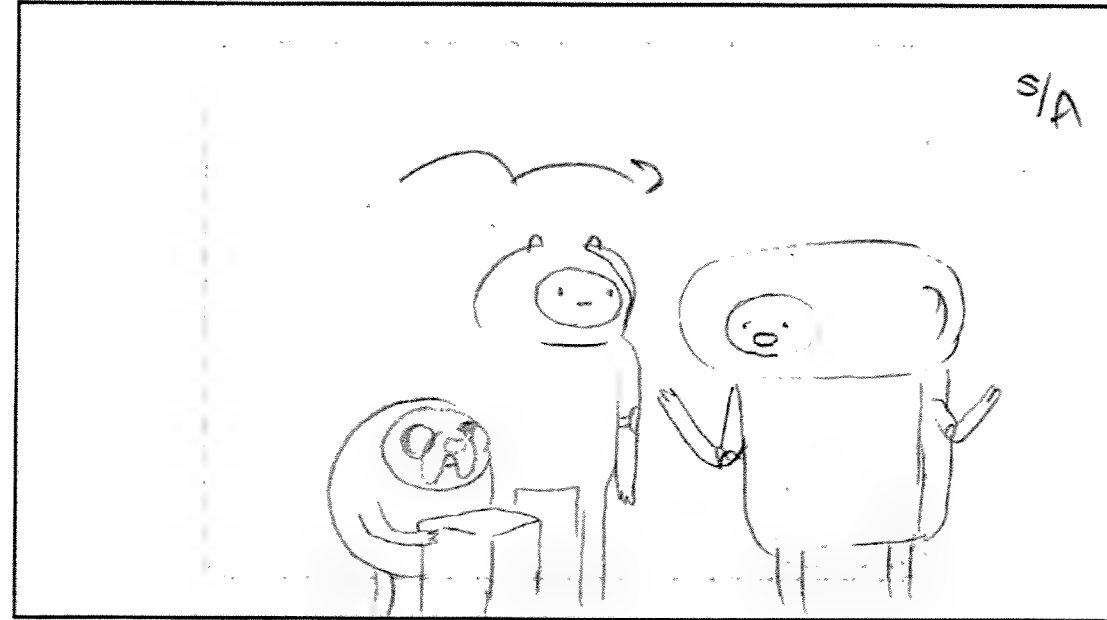
1014/151

# ADVENTURE TIME

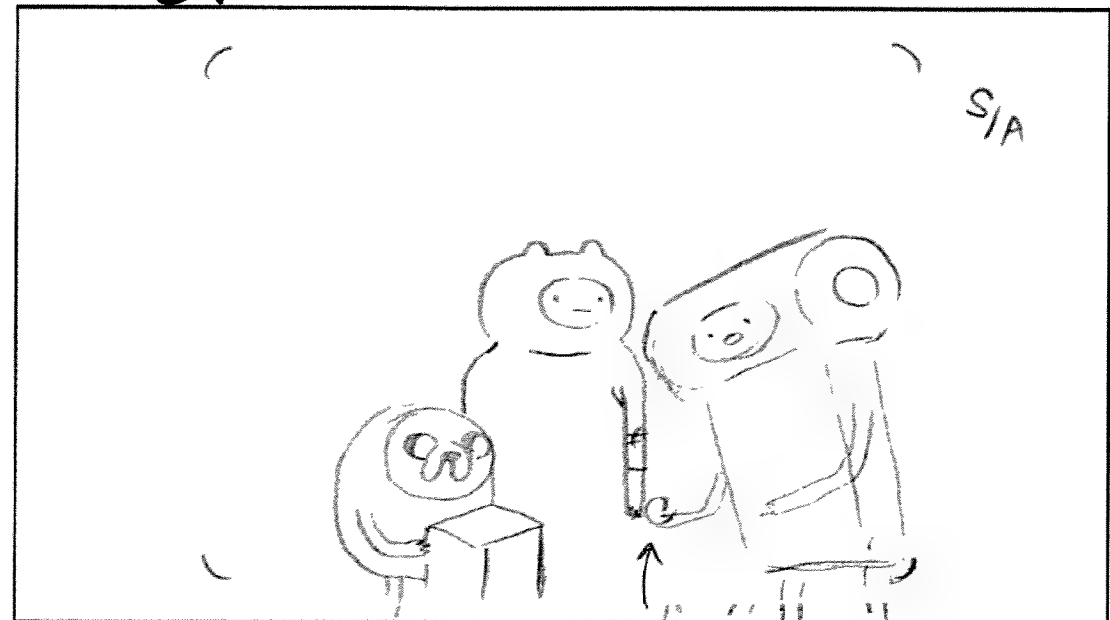


Page **56**

Sc. **39cont** Pnl. G Bg. day night



Sc. **39cont** Pnl. H Bg. day night



<p><b>Dialog:</b></p> <p><u>JAMES</u> - This'll be fun.</p>	
<p><b>Action:</b></p> <p>-JAMES WALKS in front of FINN</p>	<p>-JAMES BENDS down AND GRABS ROCK</p> <p>JUN 27 2013</p>
<p><b>Timing:</b></p>	

EPISODE #

1014-151

1014/151

Production :

1014/151

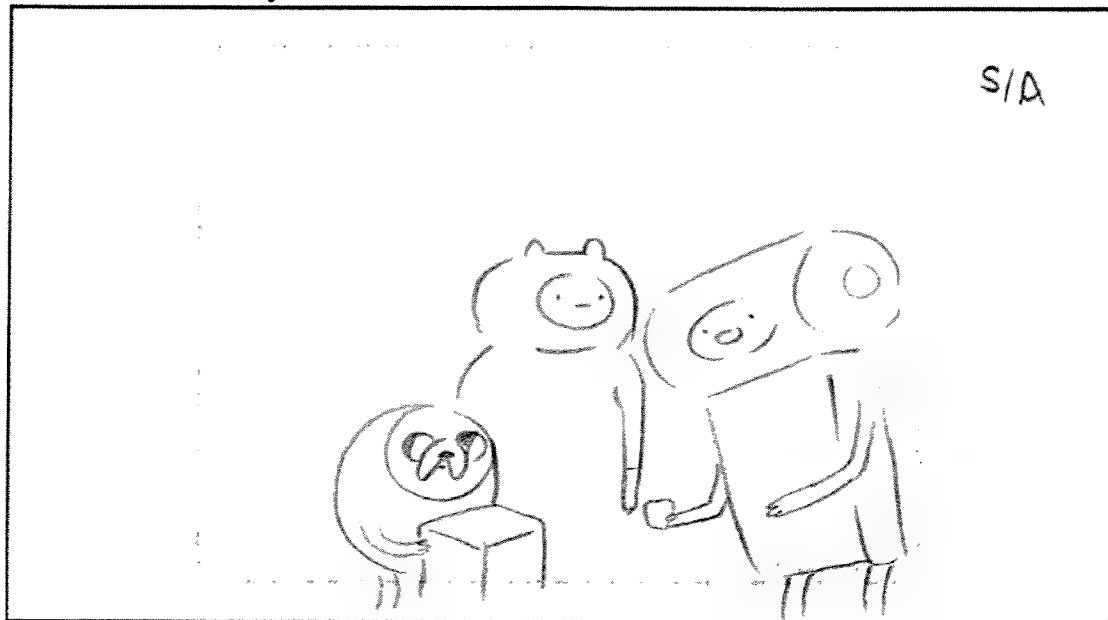
1014/151

ADVENTURE TIME

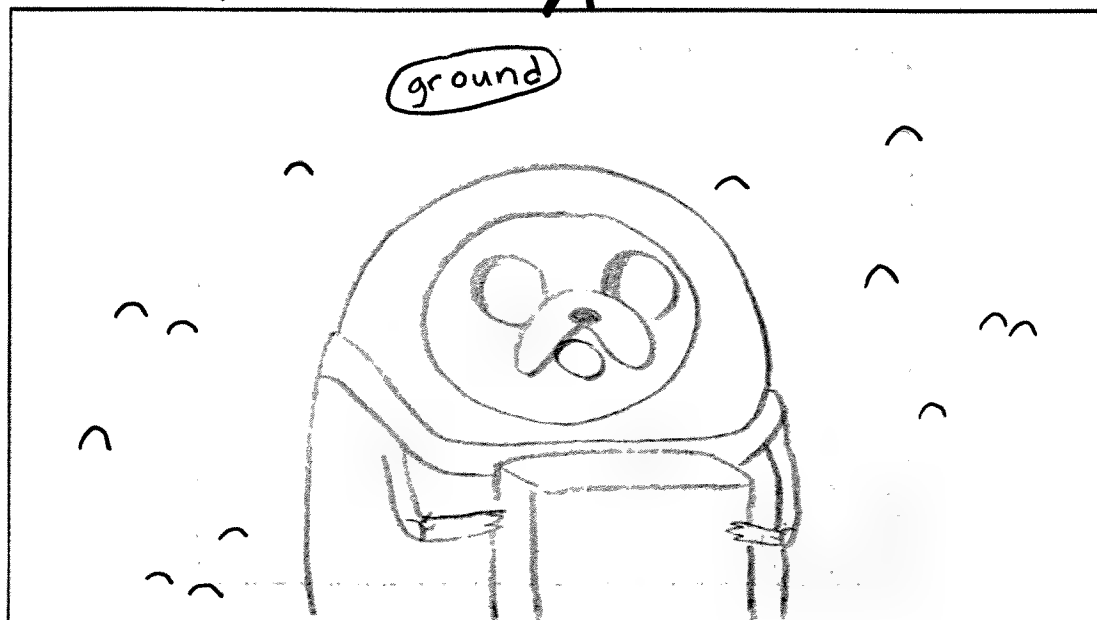


Page 57

Sc. 39 **CONT** Pnl. I Bg. day night



Sc. **40** Pnl. **A** Bg. day night



Dialog:	<p><u>JAMES</u> TAKE. OPEN UP THE BASKET. I'M GONNA MAKE A SHOT.</p> <p><u>J</u> DO IT.</p>
Action:	<p>JUN 27 2013</p>
Timing:	

1014-151

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1014/151

Production :

1014/151

1014/151

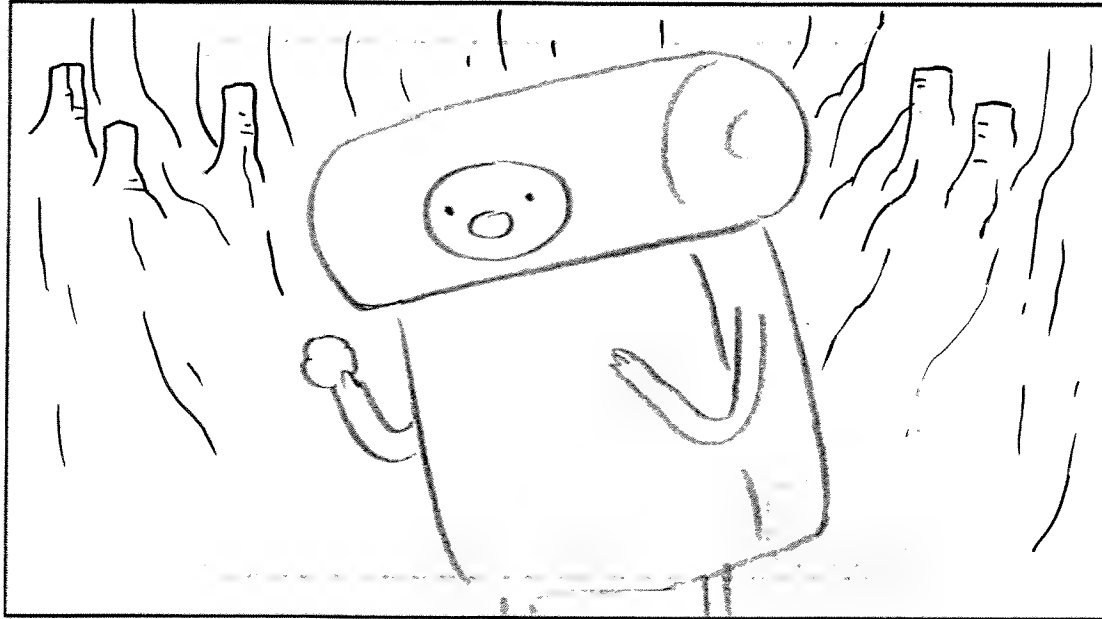
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# ADVENTURE TIME

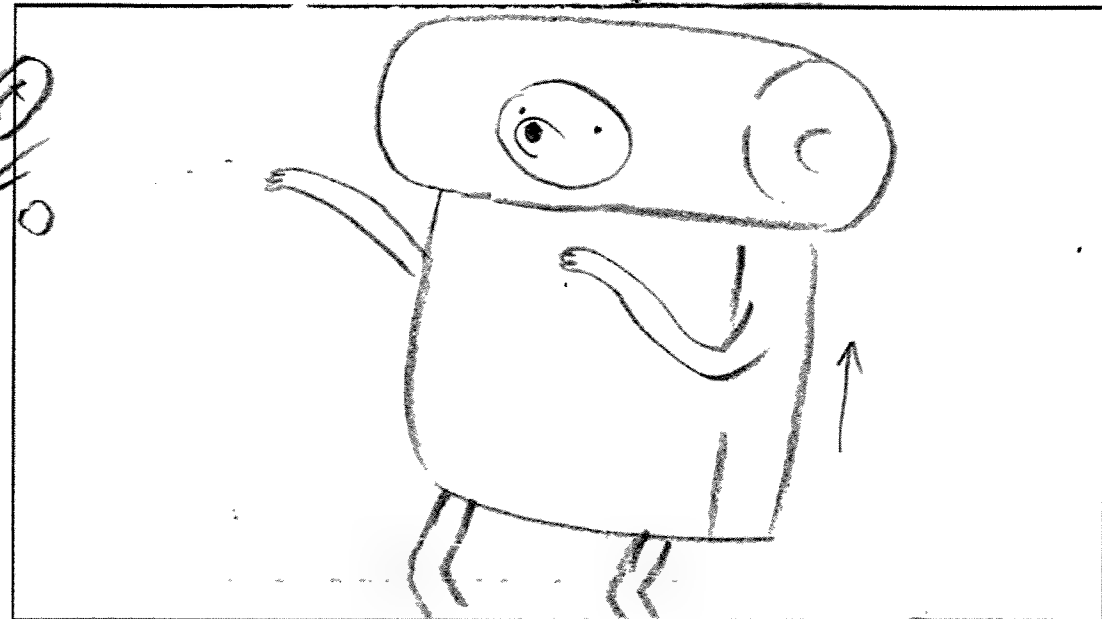


Page 58

Sc. 41 Pnl. A Bg. day night



Sc. 4/cont Pnl. B Bg. day night



Dialog:	
① CHK-CHK.	① :WOOP:
Action:	
- JAMES JUMPS, SHOOTS ROCK	
Timing:	
JUN 27 2015	

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1014-151

1014/151

Production :

1014/151

1014/151

ADVENTURE TIME



Page 59

Sc.

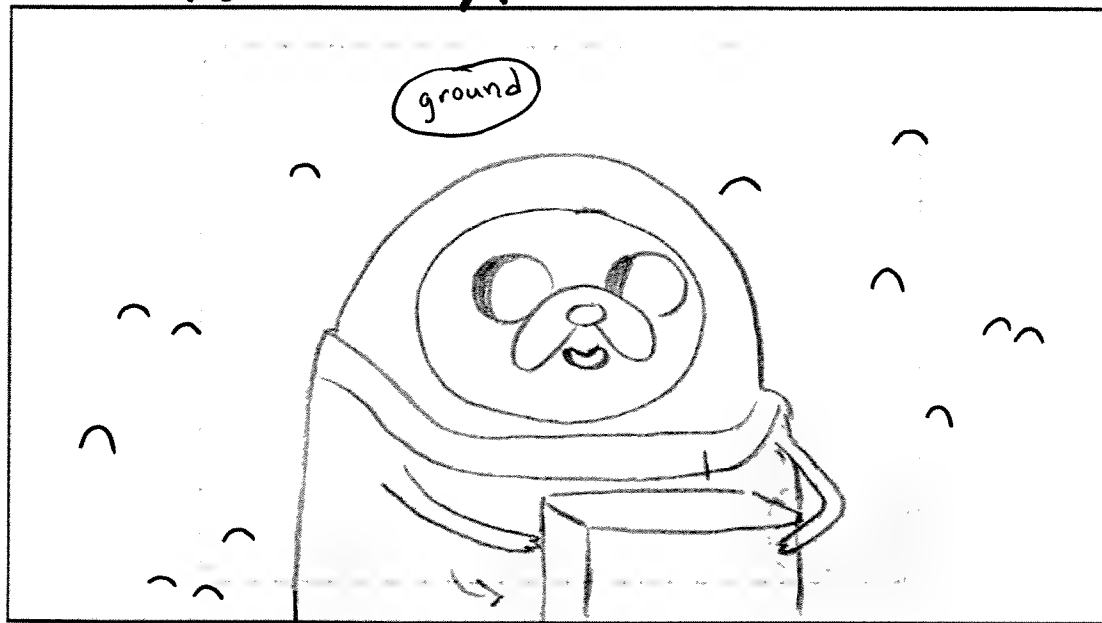
42

Pnl.

A

Bg.

day night



Sc.

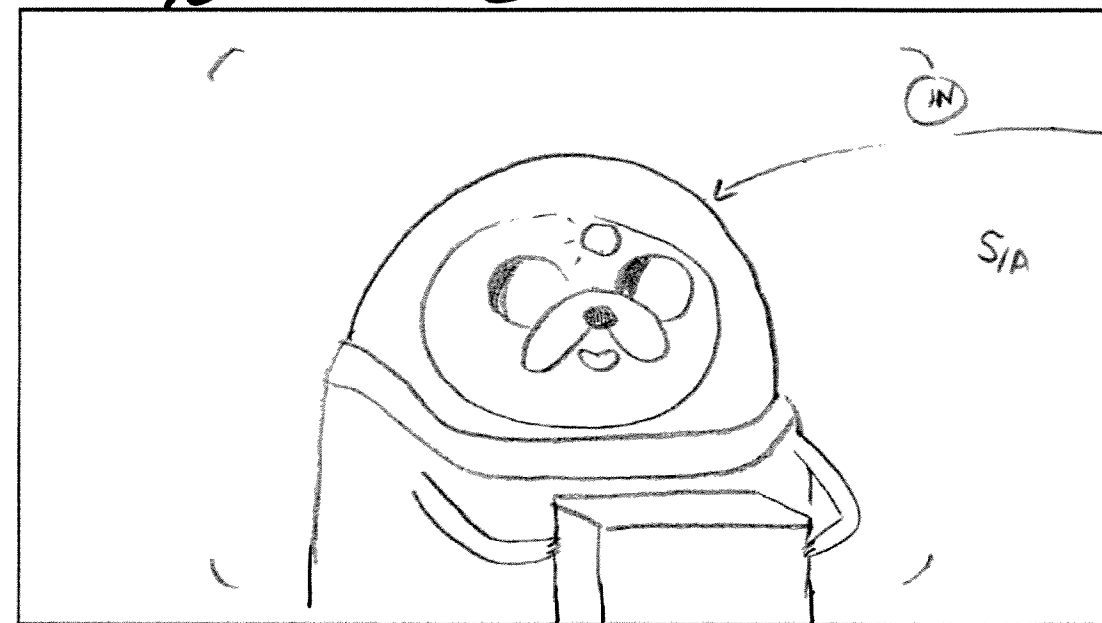
42 cont

Pnl.

B

Bg.

day night



Dialog:

(5) HAH

SFX CLINK

Action:

- JAKE HOLDS OUT THE BAG

- ROCK FLIES ON/IS AND HITS JAKE IN THE FOREHEAD

JUN 27 2013

Timing:

EPISODE #

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1014/151

Production :

1014/151

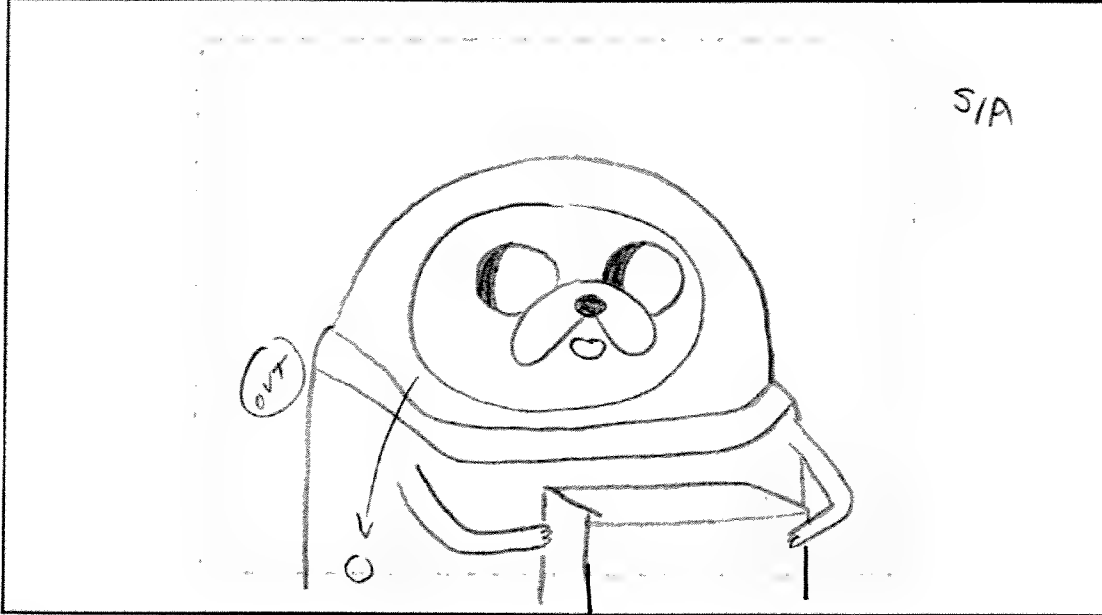
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1014/151

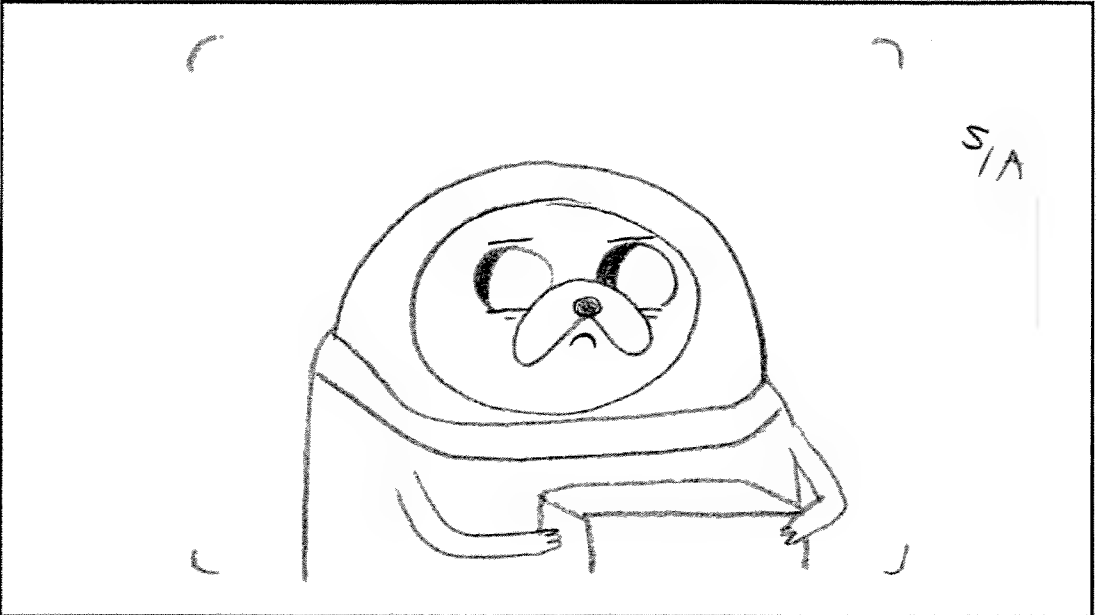
ADVENTURE TIME



Sc. 42 CONT Pnl. C Bg. day night



Sc. 42 CONT Pnl. D Bg. day night



Dialog:	⑤ (Grumbles)
Action:	- Rock falls out of shot.
Timing:	JUN 27 2015

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1014/151

Production :

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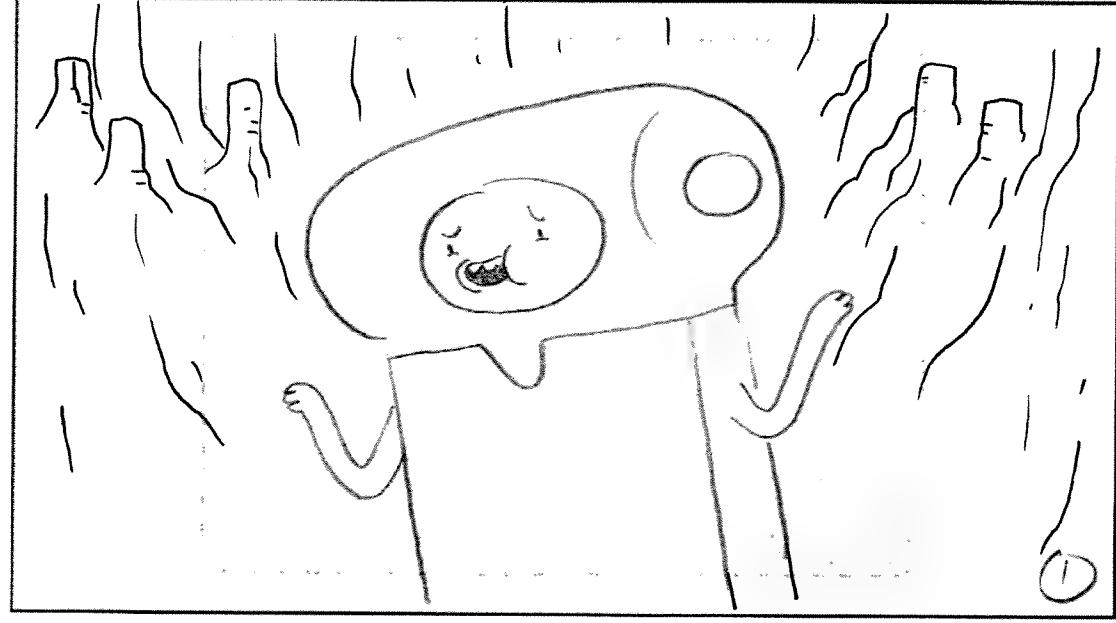
1014/151

# ADVENTURE TIME

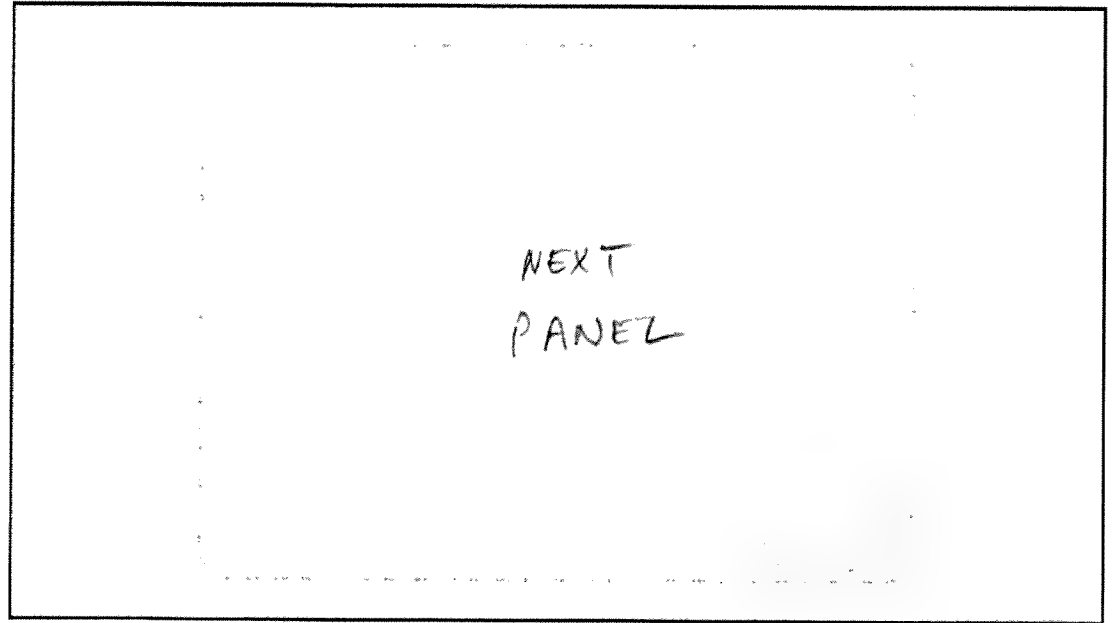


Page **61**

Sc. **43** Pnl. **A** Bg. day night



Sc. Pnl. **X** Bg. day night



Dialog:	<b>JAMES</b> (MIMICS SAD TRUMPET NOISE)	
Action:	<b>1 2</b>	
Timing:		

JUN 27 2011

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1014/151

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# ADVENTURE TIME



Page 62

Sc. 44 Pnl. A Bg. day night



Sc. 44 cont Pnl. B Bg. day night



Dialog:
Action: - PB WALKS CN/S.
Timing:

JUN 27 2013

EPISODE #  
1014/151

Production :

1014/151

ADVENTURE TIME



no scene 45

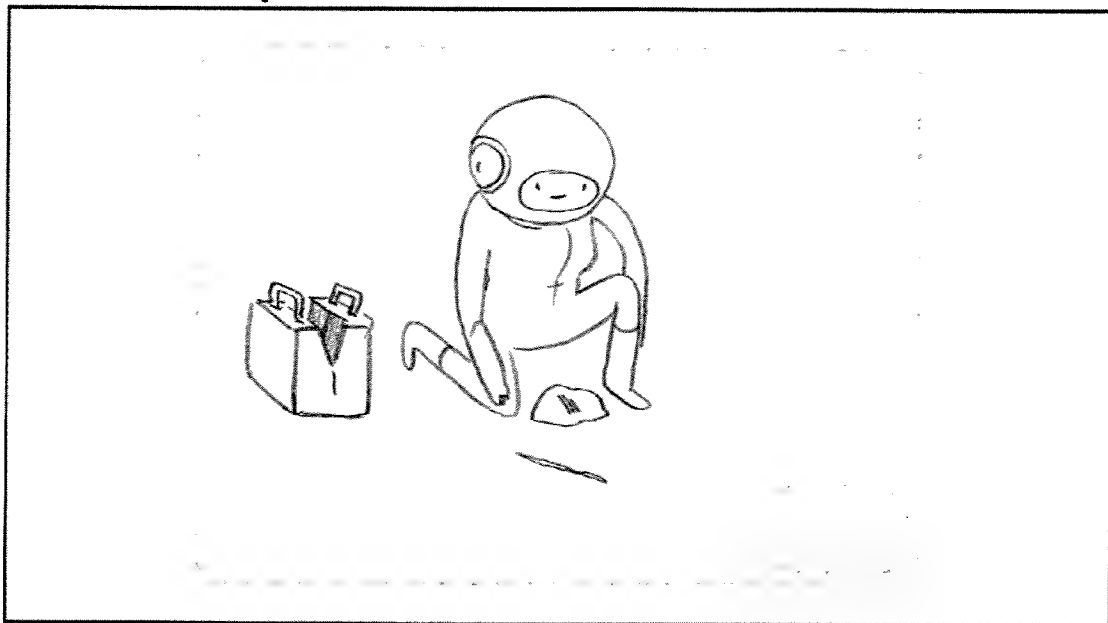
Page **63**

Sc. 44 **CONT**

Pnl. C

Bg.

day night



Sc.

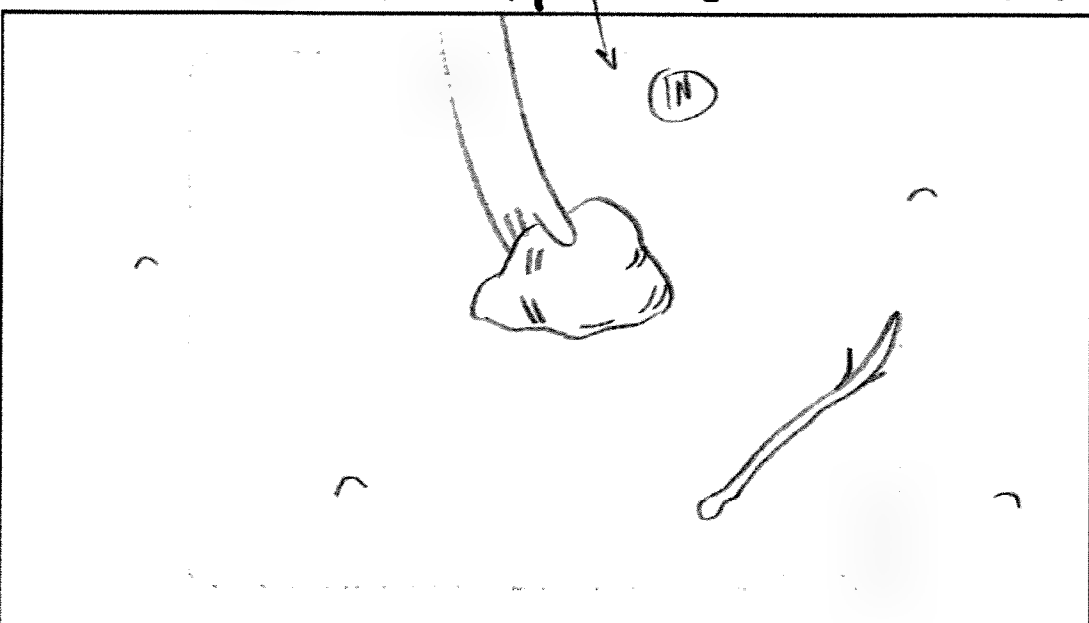
**46**

Pnl.

**A**

Bg.

day night



Dialog:	
Action:	<p>PO BENDS DOWN, LOOKS AT ROCK.      REACHES IN GRABS ROCK</p> <p>JUN 27 2013</p>
Timing:	

EPISODE #

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Production :

1014/151

1014/151

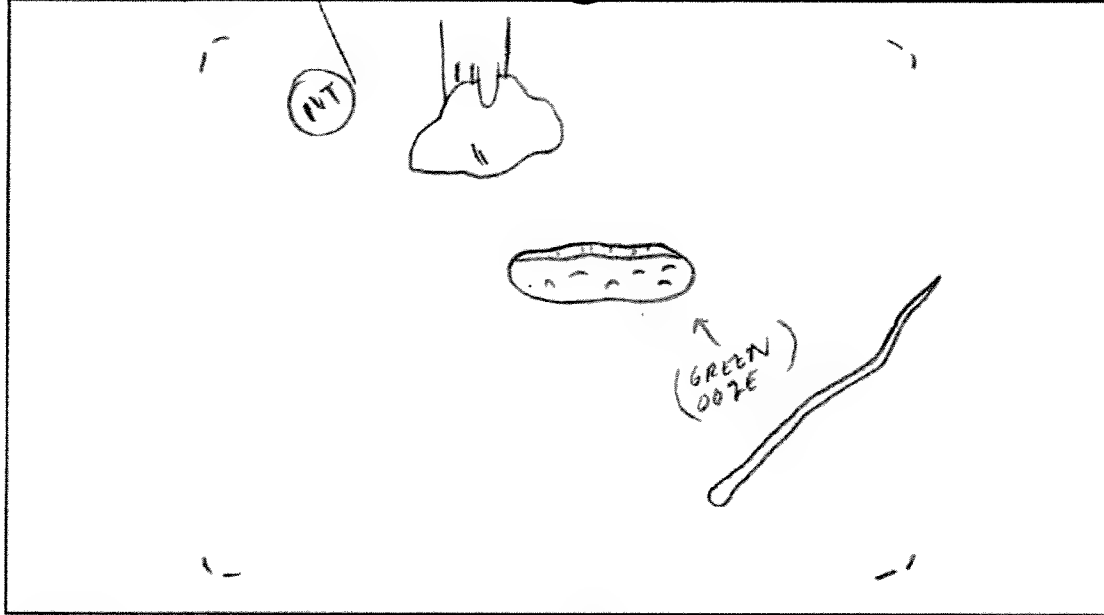
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# ADVENTURE TIME

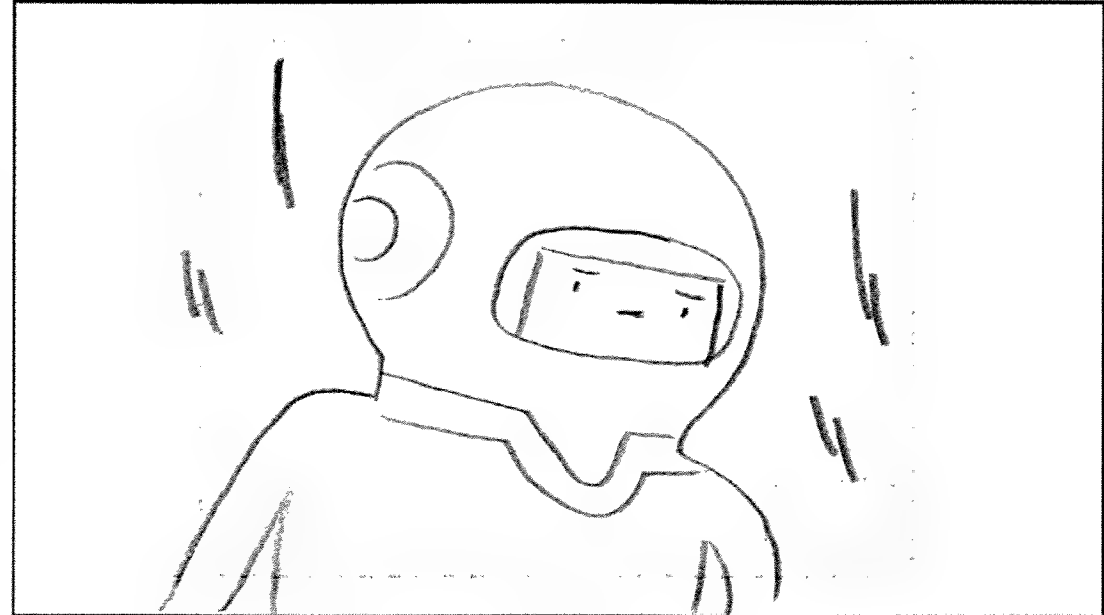


Page **64**

Sc. **46 cont** Pnl. **B** Bg. day night



Sc. **47** Pnl. **A** Bg. day night



Dialog:

**PB** Hmm...

Action:

-PB LIFTS UP ROCK  
TO REVEAL POOL OF GREEN OOZE

JUN 27 2011

Timing:

EPISODE #

1014-151

1014/151

Production :

1014/151

ADVENTURE TIME

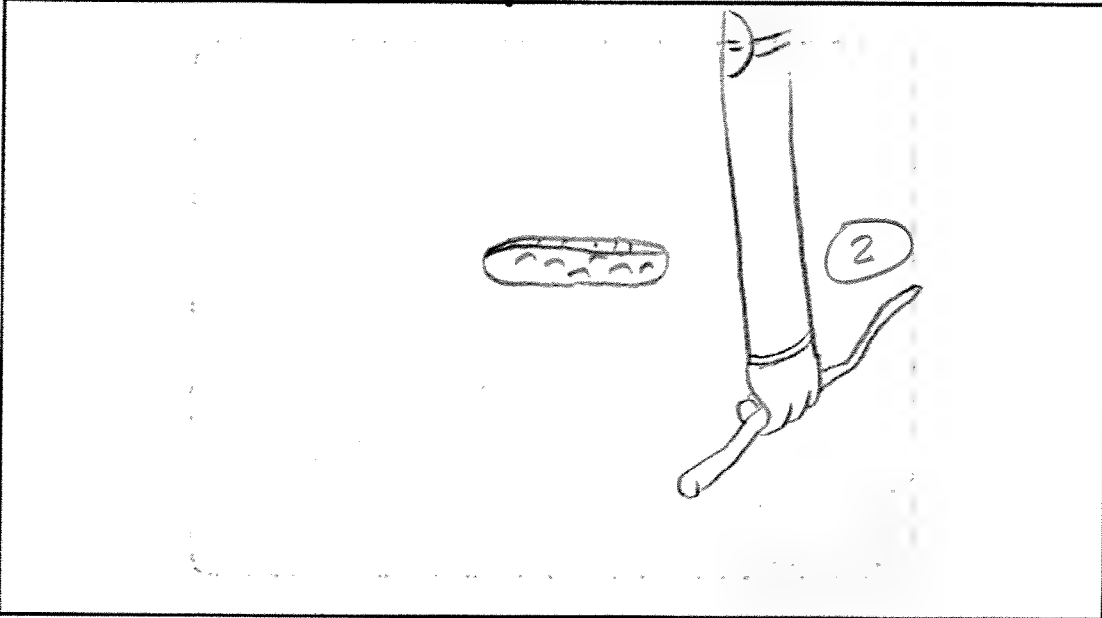


Sc. 48

Pnl. A

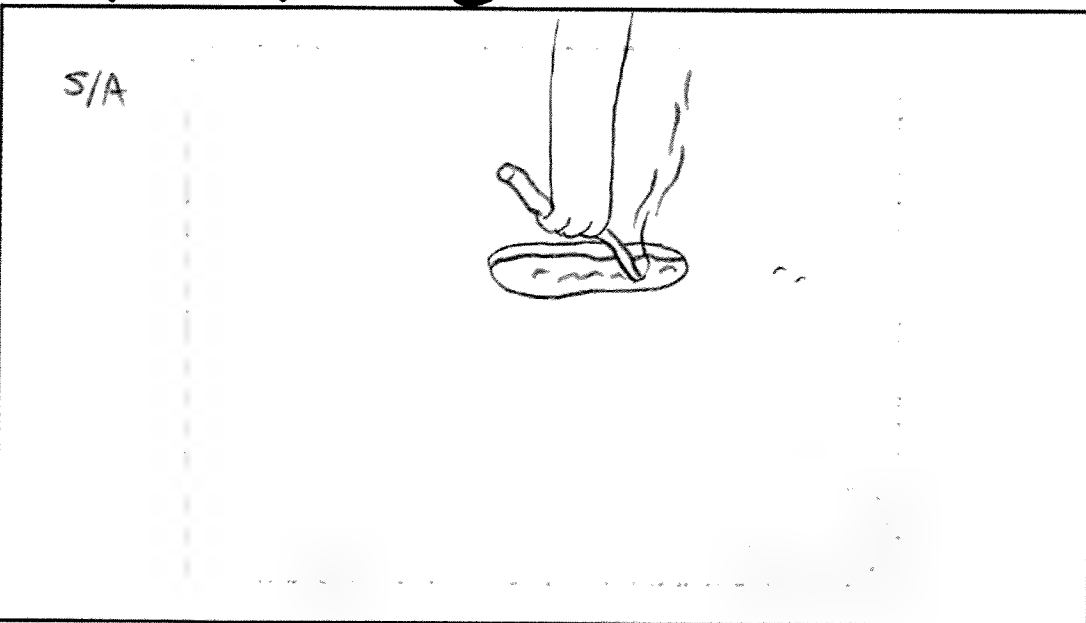
Bg.

day night



Sc. 48 CONT Pnl. B

Bg.



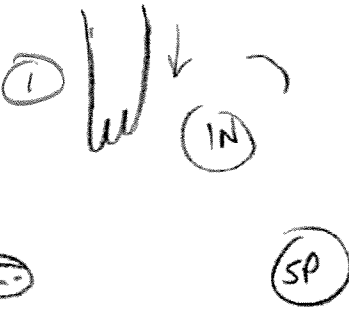
Page 65  
65A NEXT  
day night

Dialog:

Action:

-PB PICKS UP STICK

Timing:



-PB PUTS STICK IN COZE

JUN 27 2013

EPISODE #

Production :

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1014/151

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# ADVENTURE TIME

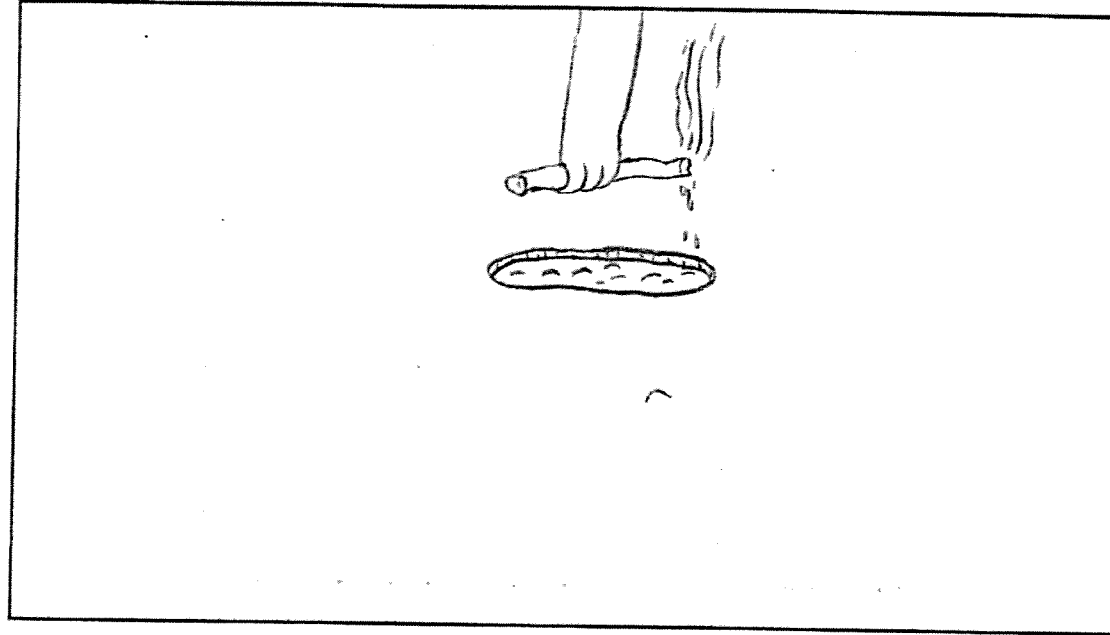


Sc.

48 CONT Pnl. C

Bg.

day night



Sc.

48 CONT Pnl. D

Bg.

Page

65A  
66 NEXT  
day night



Dialog:

SFX: \* BUBBLING \*

Action:

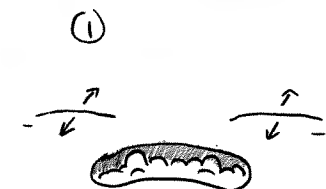
- STICK MELTS

- PB LIFTS  
STICK OFF/S.

- GOO MONSTERS EYES OPEN

- GOO MONSTER'S MOUTH

Timing:



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Production :

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1014/151

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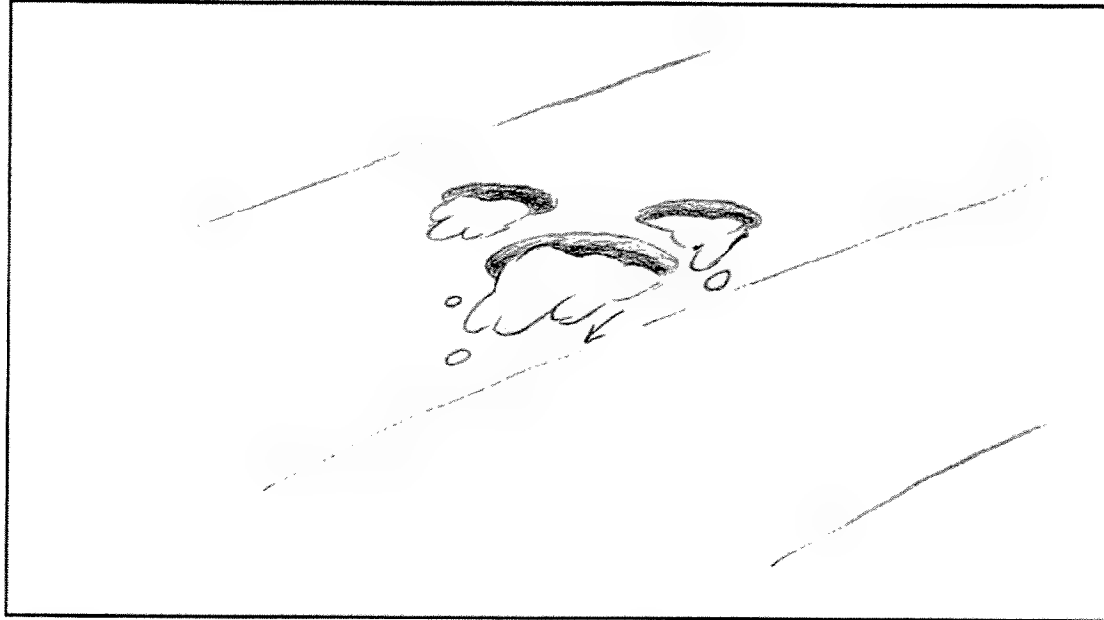
Sc.

48 CONT Pnl.

E

Bg.

day night



Sc.

48 CONT Pnl.

F

Bg.



#9

Page

66  
66A NEXT  
day night

Dialog:

Goo Monster #1 - BLEETHHHH...

Action:

- Goo spurts out of mouth.

- Goo Monster's head rises from dirt

- ADJ. w/ ACTION

Timing:

JUN 27 2013

EPISODE #

1014-151

1014/151

Production :

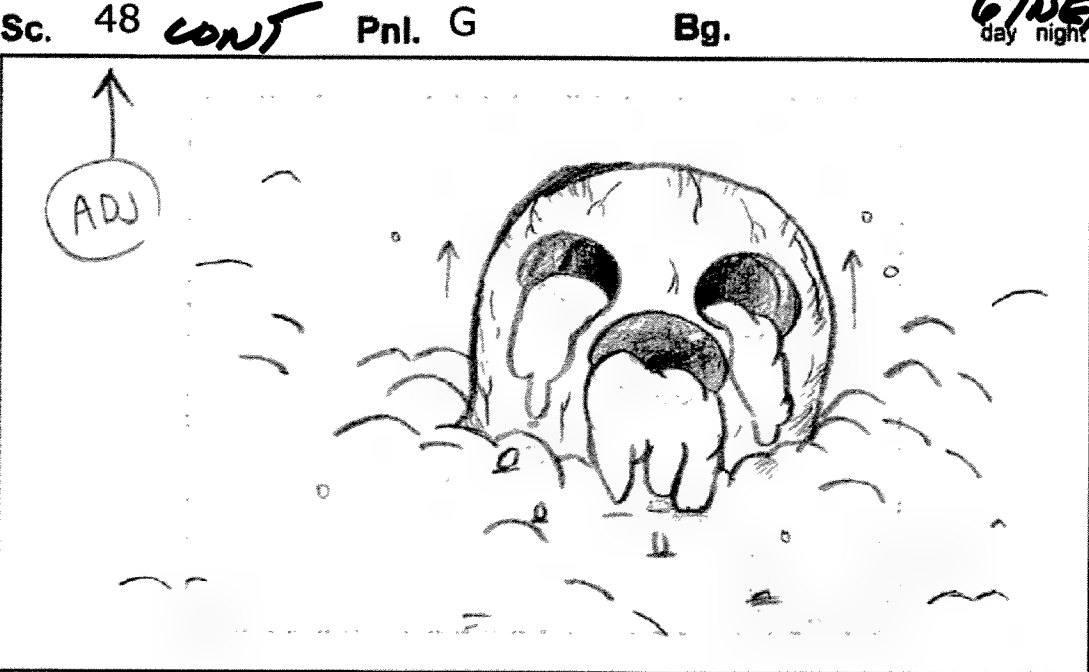
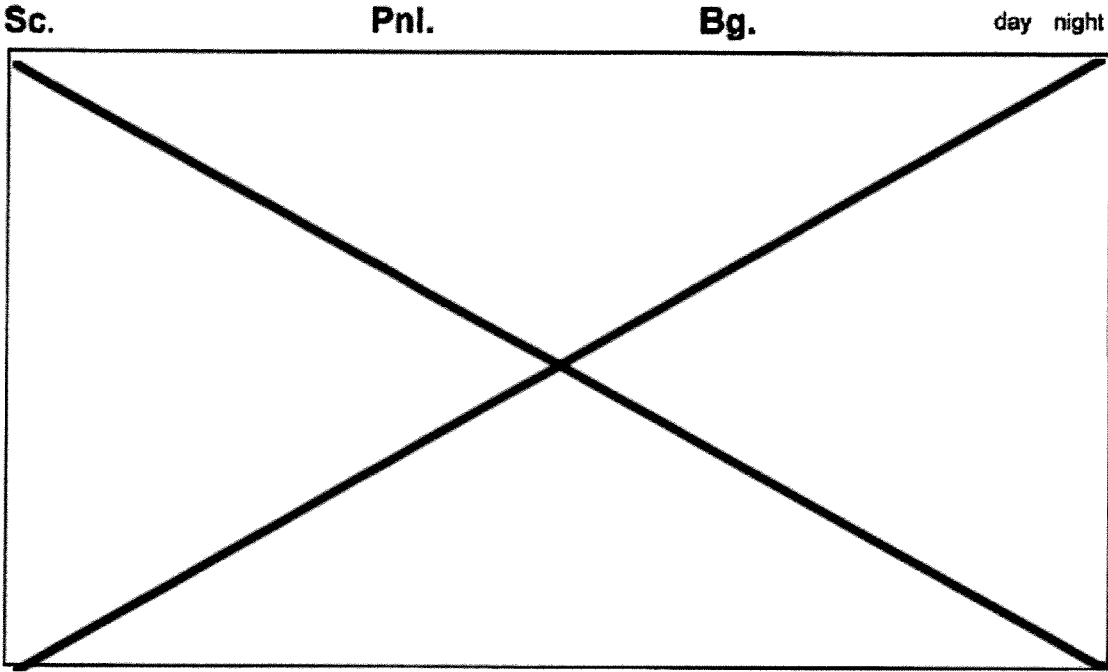
1014/151 4

ADVENTURE TIME



Page 66A

67 NEXT  
day night



Dialog:	(GOO MONSTER #1) - BLEETHHHH...
Action:	- GOO MONSTER'S HEAD RISES FROM DIRT - ADJ. W/ ACTION JUN 27 2013
Timing:	

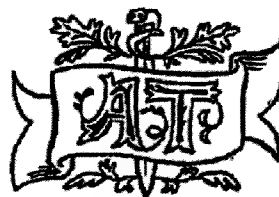
1014/151  
EPISODE # 1014-151  
Production : 1014/151

1014/151

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# ADVENTURE TIME



Sc.

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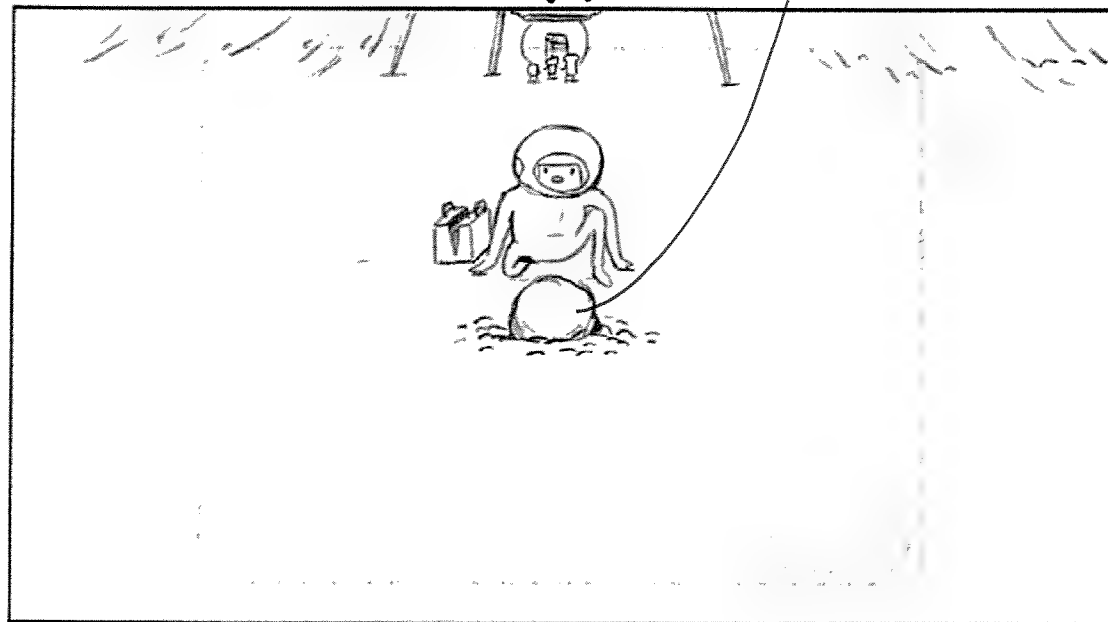
Pnl.

A

Bg.

9

day night



Sc.

49 cont

Pnl.

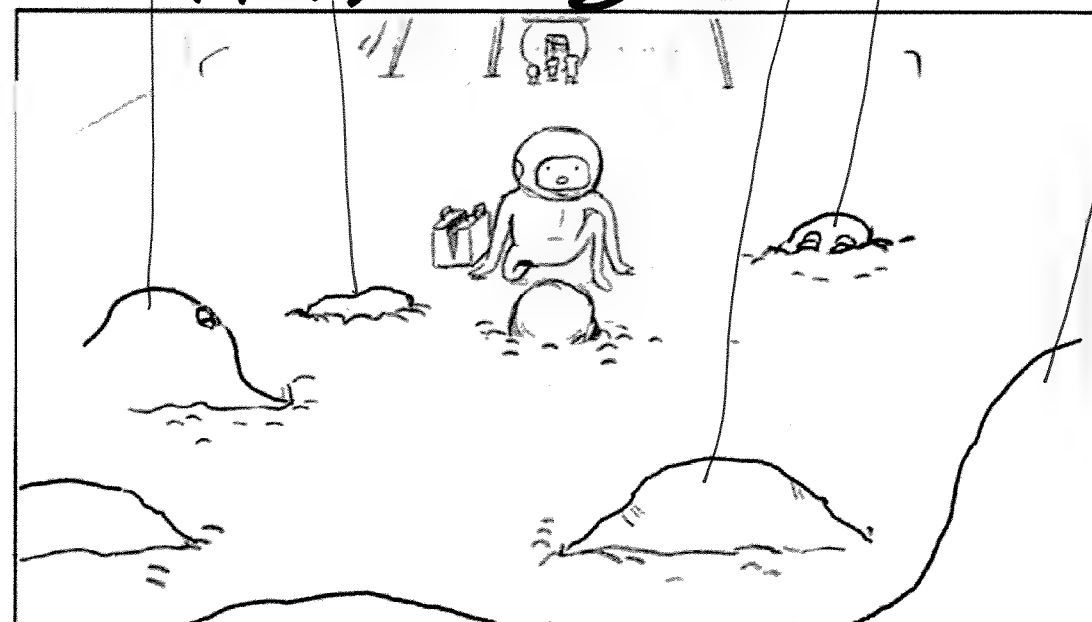
B

Bg.

2

13

Page 67  
day night



Dialog:

PB: [SMALL GASP]

(PB) → OH, ROUND BROWN...

Action:

- MONSTERS RISE UP FROM THE GROUND. JUN 27 2013  
- PB LOOKS AT THEM AS THEY RISE

Timing:

EPISODE #

1014-151

Production :

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1014/151



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# ADVENTURE TIME



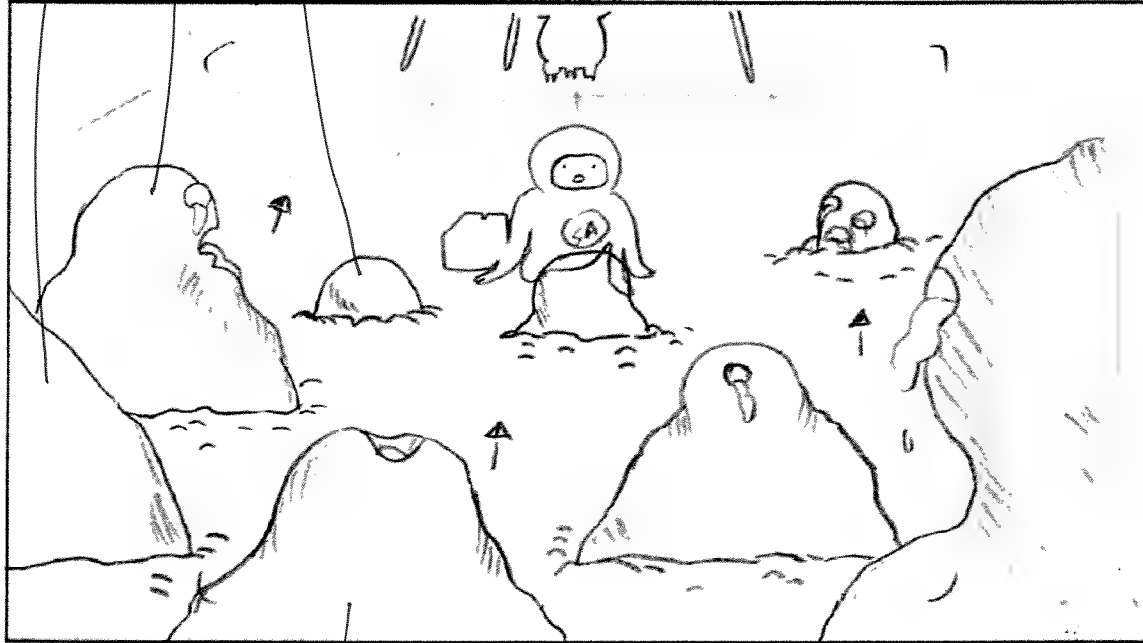
Sc. 49

~~cont~~

Pnl. C

Bg.

day night



Sc. 49

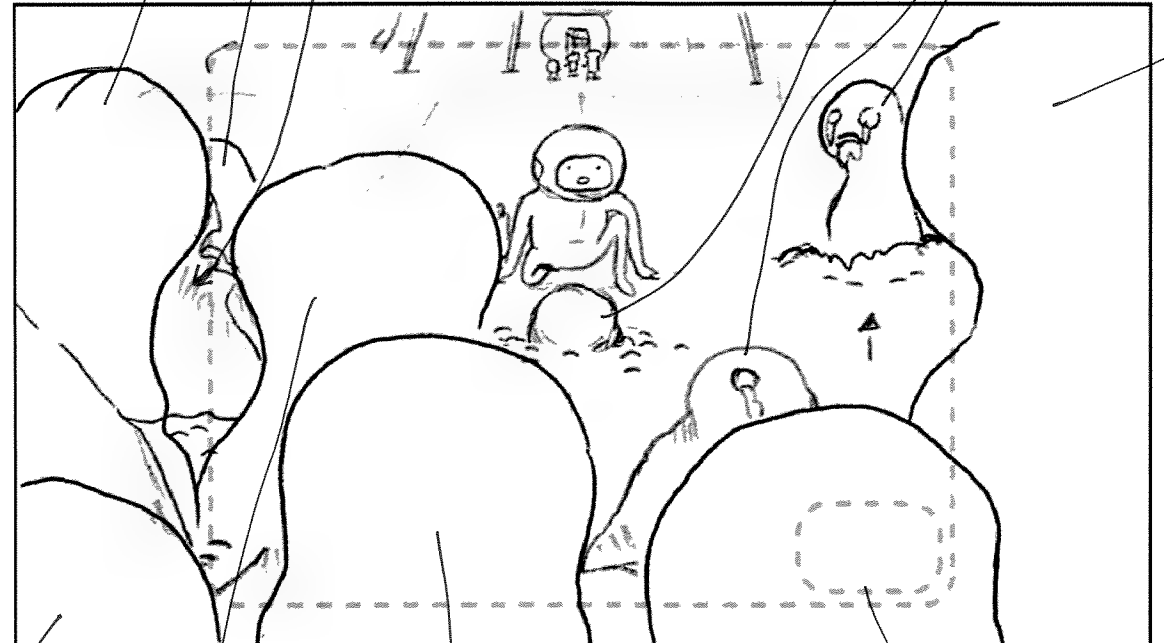
~~cont~~

Pnl. D

Bg.

Page 67A

~~68 next~~  
day night



Dialog:

Action:

Timing:

JUN 27 2011

EPISODE # 1014-151

1014/151

Production :

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1014/151

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# ADVENTURE TIME



Page **68**

Sc.

**50**

Pnl.

**A**

Bg.

day night

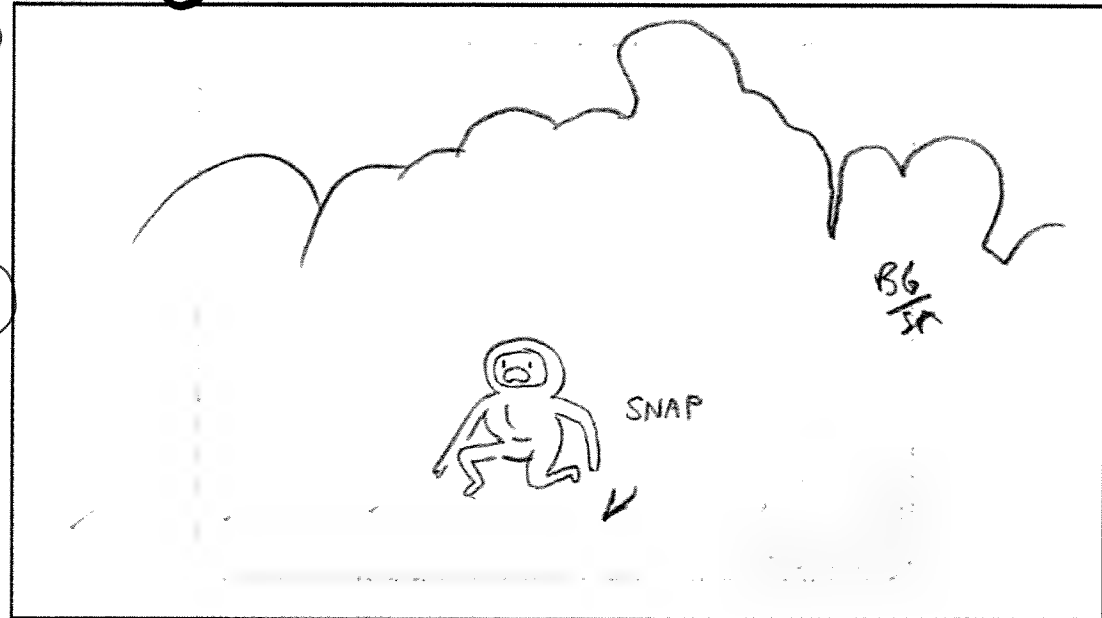
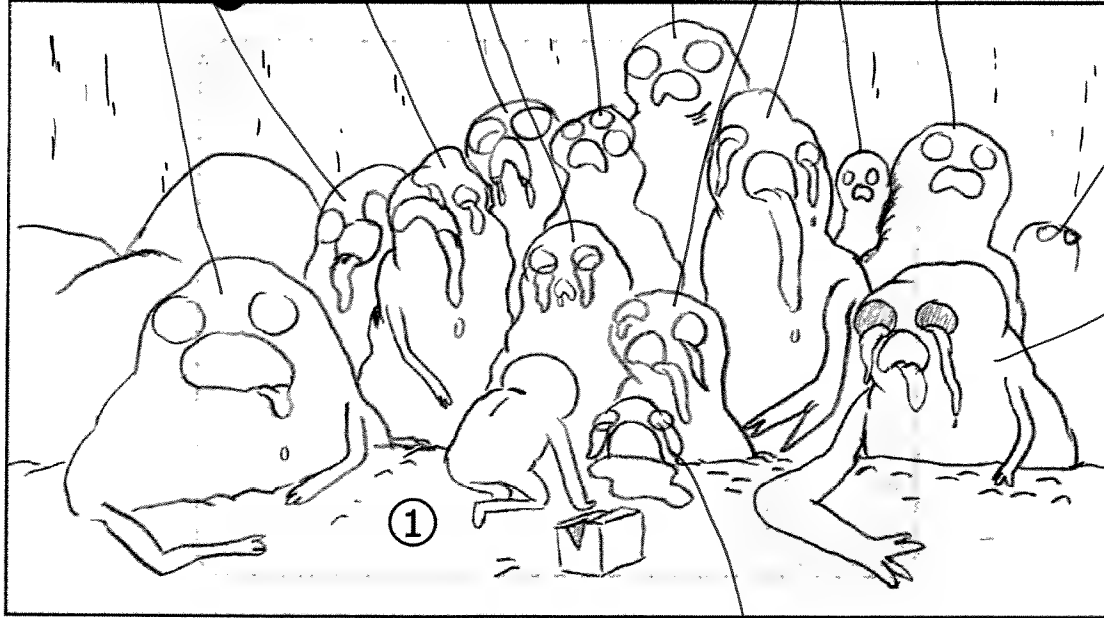
Sc.

**50 cont**

Pnl. **B**

Bg.

day night



Dialog:

**2**



Action:

-GOO DUDES RISE FROM THE GRASS

-PB TURNS QUICKLY

Timing:

**PB** Guys!

JUN 27 2013

Production :

EPISODE #

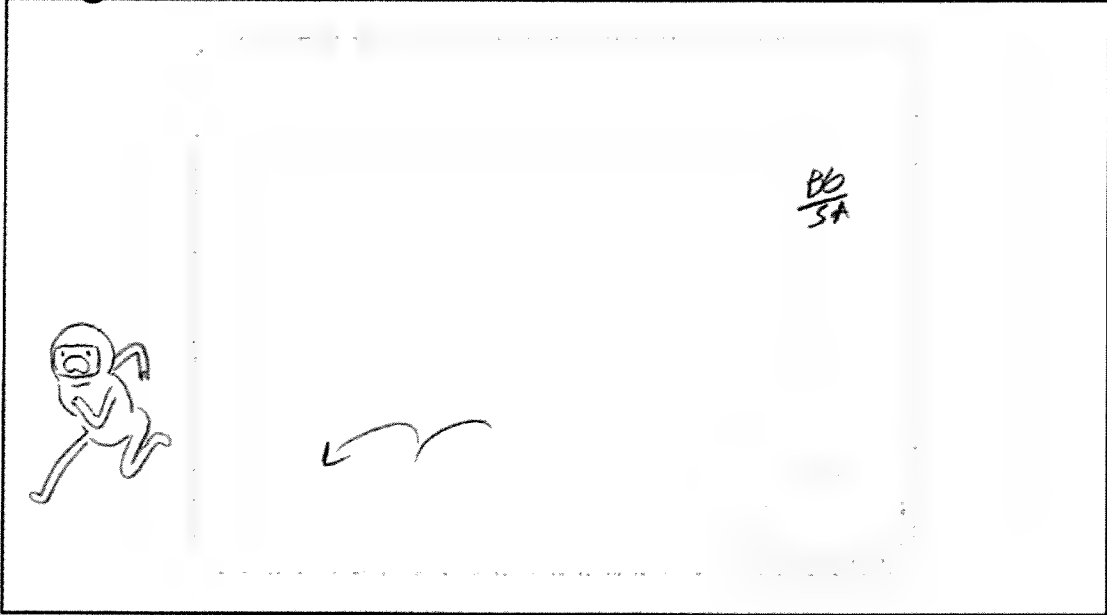
1014/151

1014/151

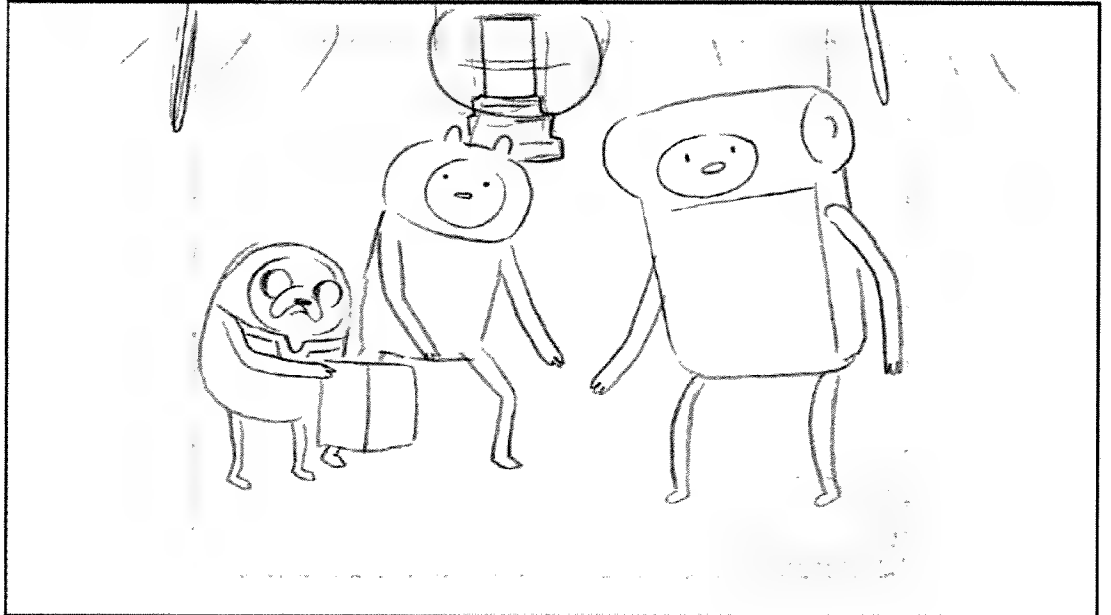
ADVENTURE TIME



Sc. 50 cont Pnl. c Bg. day night



Sc. 51 Pnl. A Bg. day night



Dialog:
(PB) RUNNNN!!!
Action:
-PB RUNS OFF/S
Timing:
JUN 27 2013

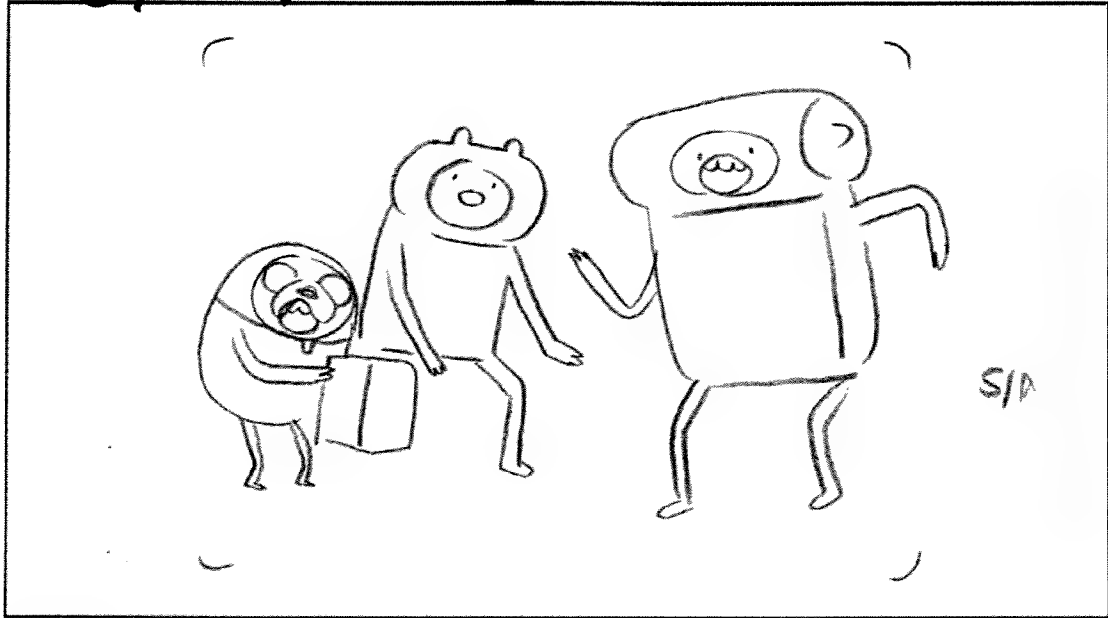
EPISODE # 1014-151  
1014/151  
Production :

ADVENTURE TIME

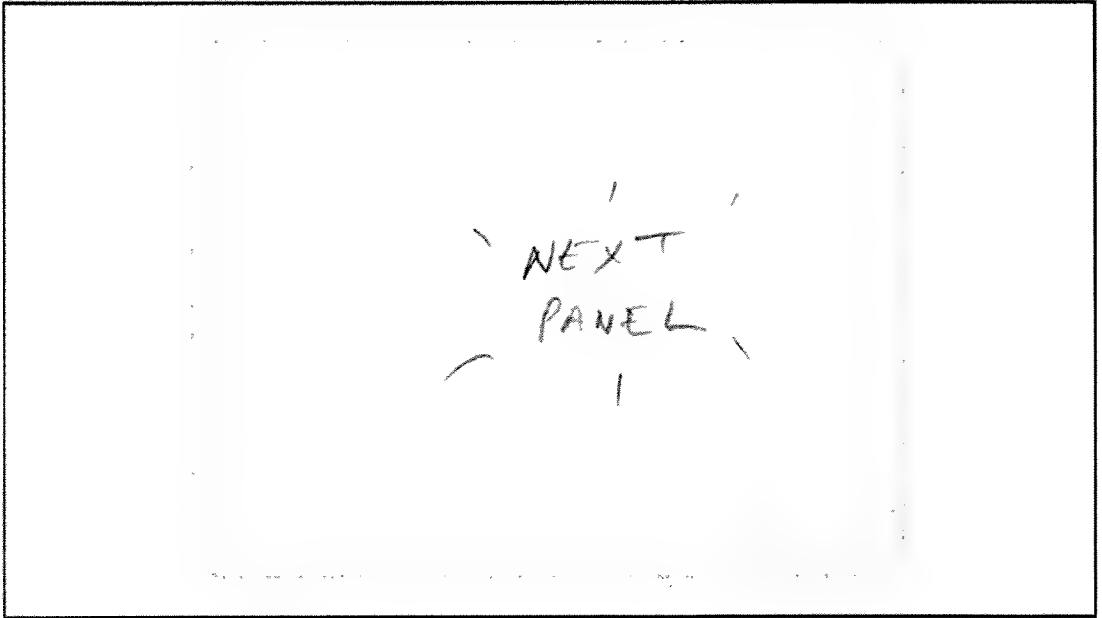


Page 70

Sc. 5/CONT Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<u>JAMES + JAILE</u> SCREAM
Action:	- FINN opens MOUTH BUT DOESN'T SCREAM JUN 27 2013
Timing:	

EPISODE # 1014-151  
1014/151

Production :

1014/151

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1014/151



2



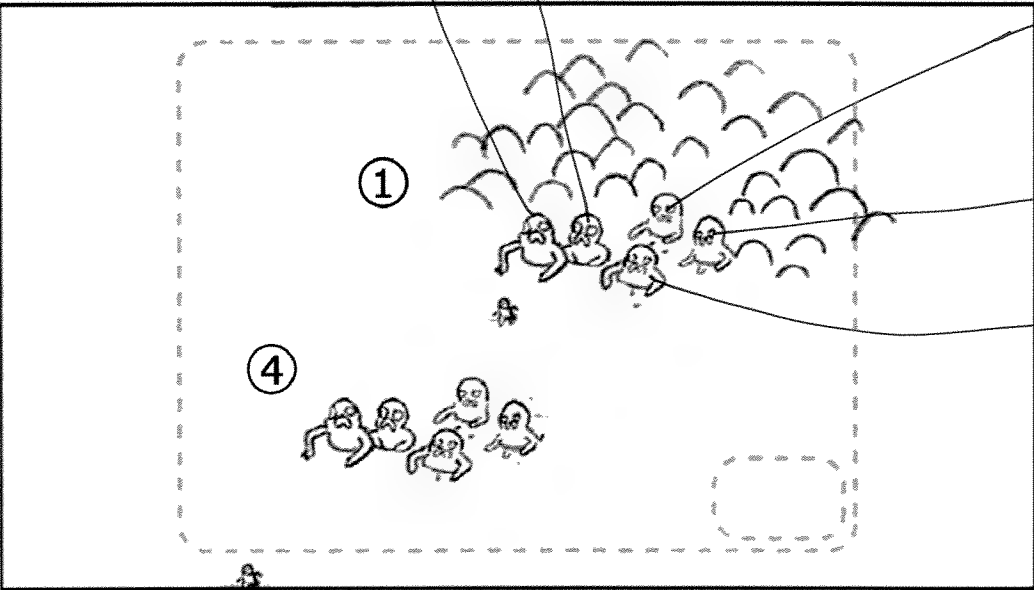
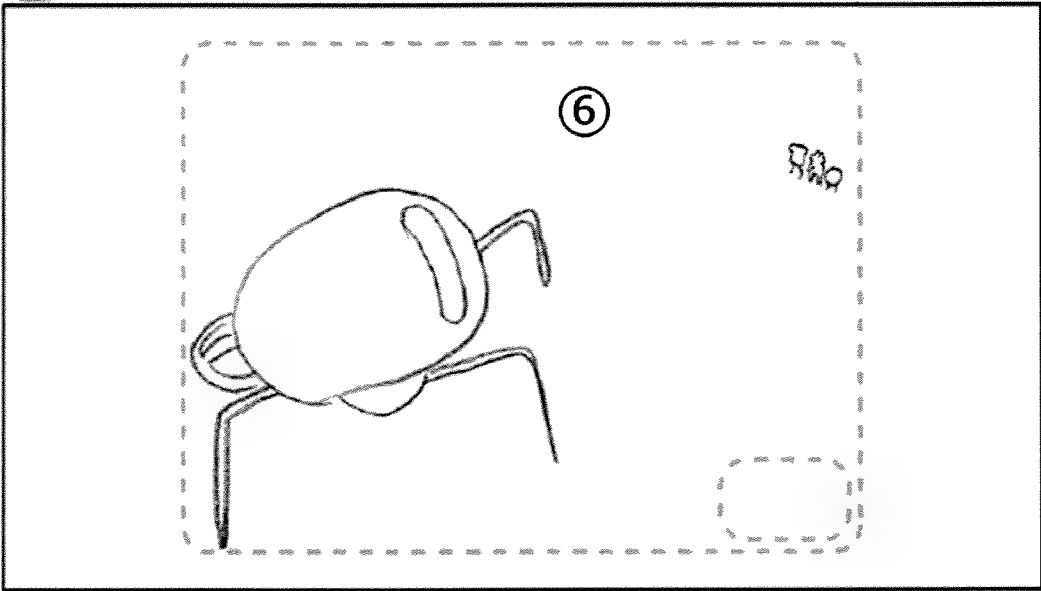
3



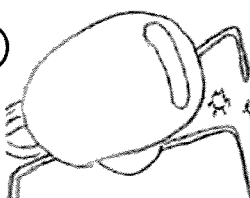
1014/51



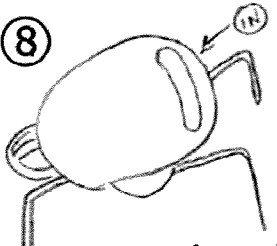
-PB starts to run  
then camera pans  
past her  
-cam. pans to F, J & J  
-F, J & J start to run.  
F & Jake run fast. James moves like a robot  
lagging behind



7



8



JUN 27 2013

1014/151

1014/151

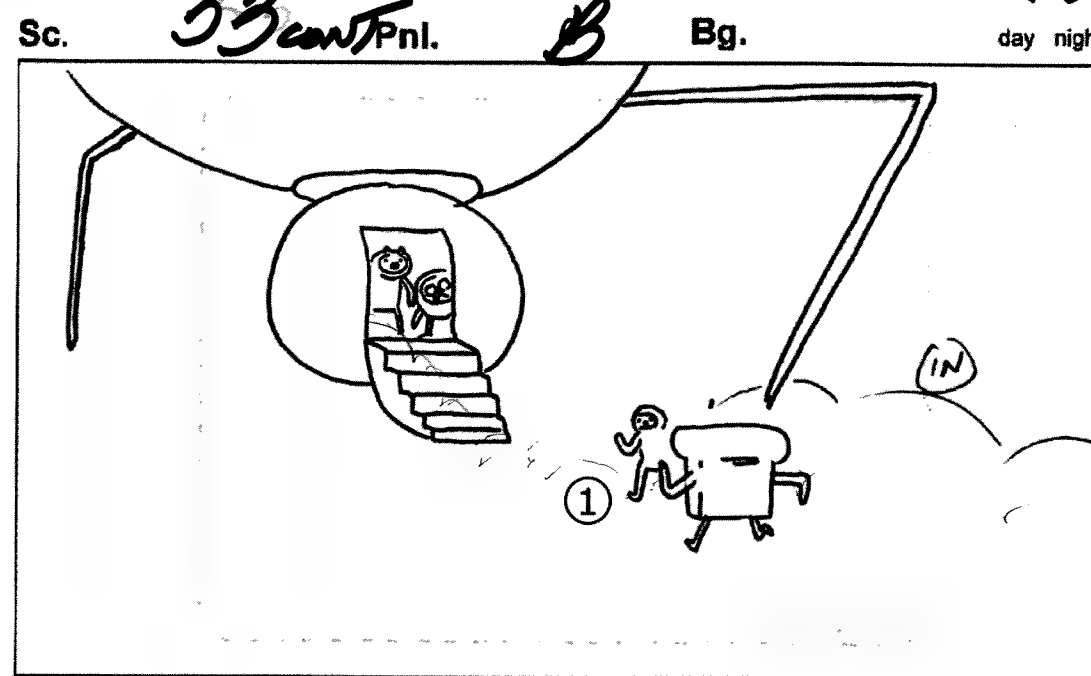
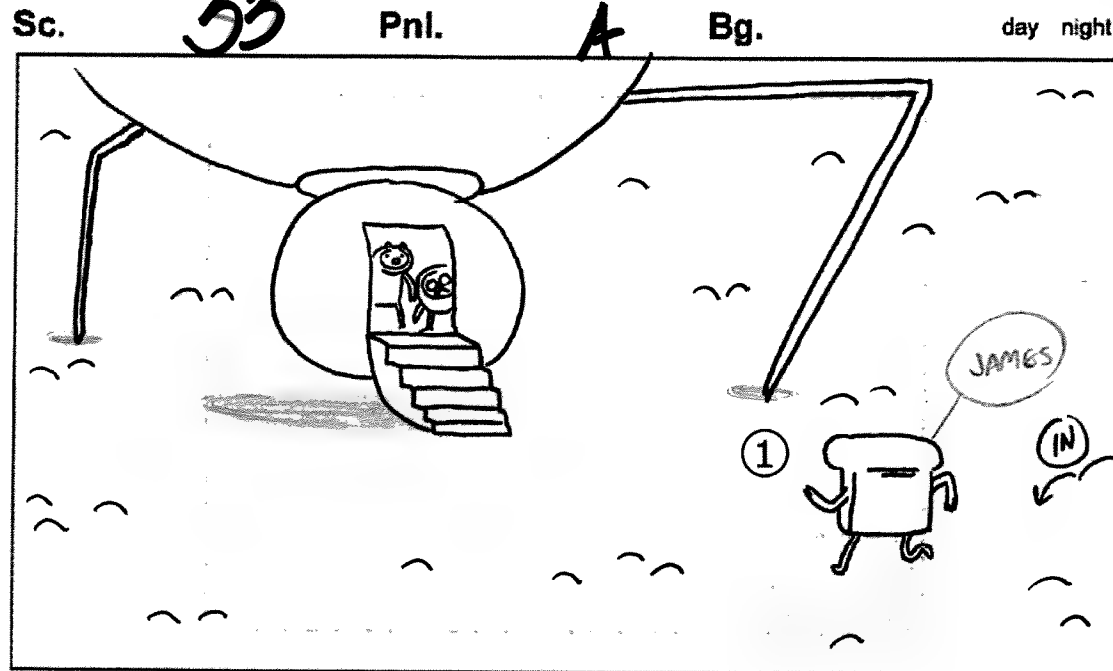
1014/151

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# ADVENTURE TIME



Page 72  
day night



## Dialog:

J- urrt urrt urrt

PB: james, speed up that sack lunch!

## Action:

- James moves mechanically  
and slowly RUNS TOWARDS SHIP

- PB RUNS ON/IS AND PASSES JAMES.

JUN 27 2013

## Timing:

②



③



②



Production :

EPISODE #

1014-151

1014/151

1014/151

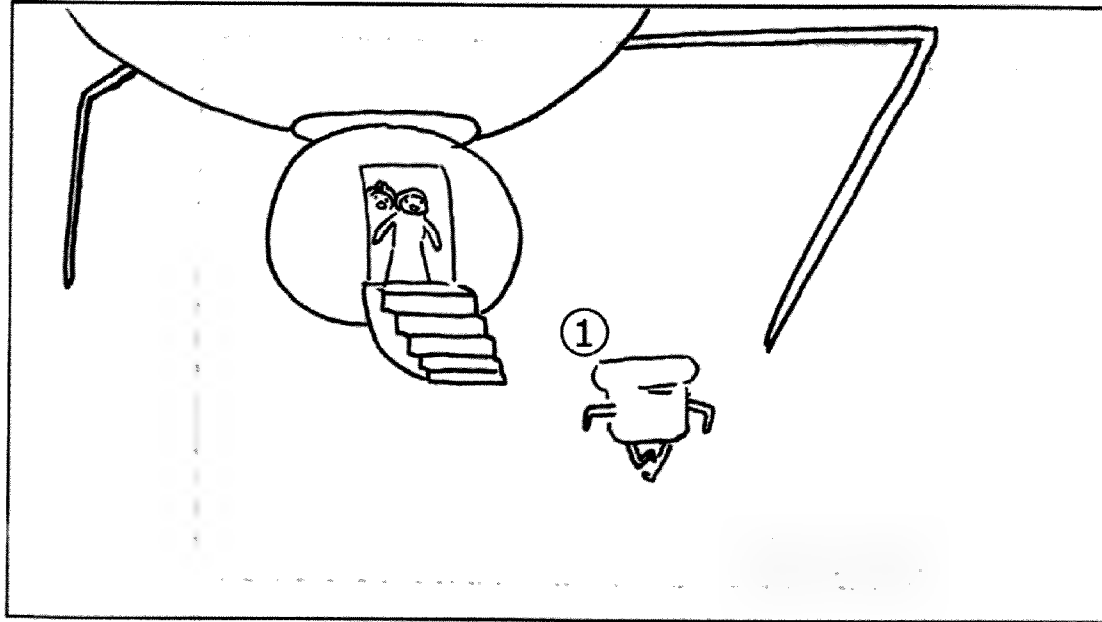
# ADVENTURE TIME



Page **73**

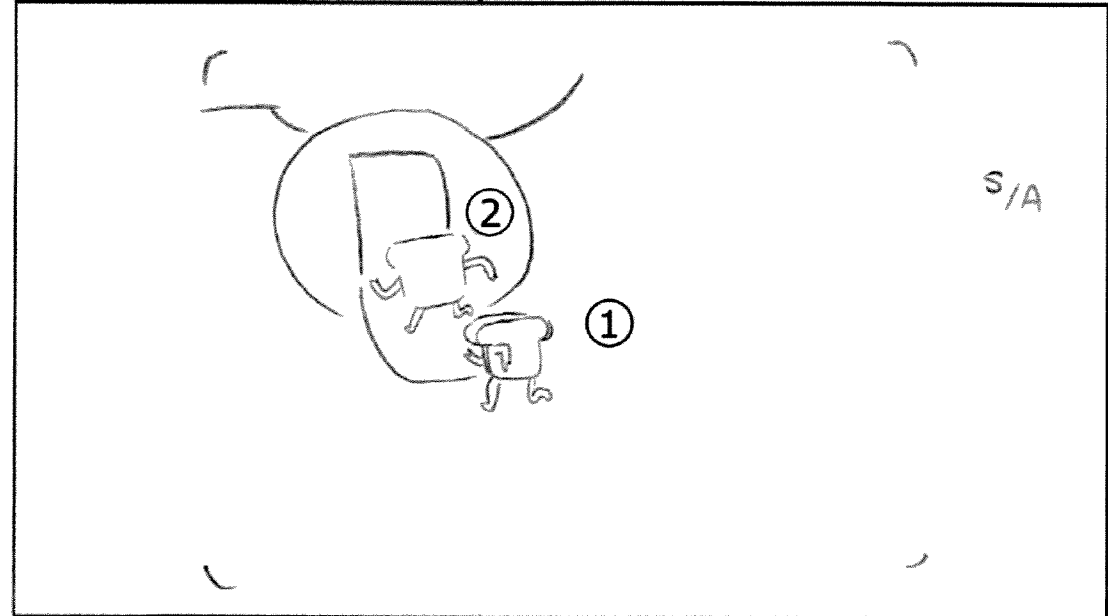
Sc. **53 cont** Pnl. **C** Bg.

day night



Sc. **53 cont** Pnl. **D** Bg.

day night



Dialog:

J: vrrt vrrt vrrt

J: [FASTER] VRR VRR VRR

Action:



- JAMES QUICKENS HIS PACE

JUN 27 2013

Timing:

EPISODE #

1014-151

1014/151

Production :

1014/151

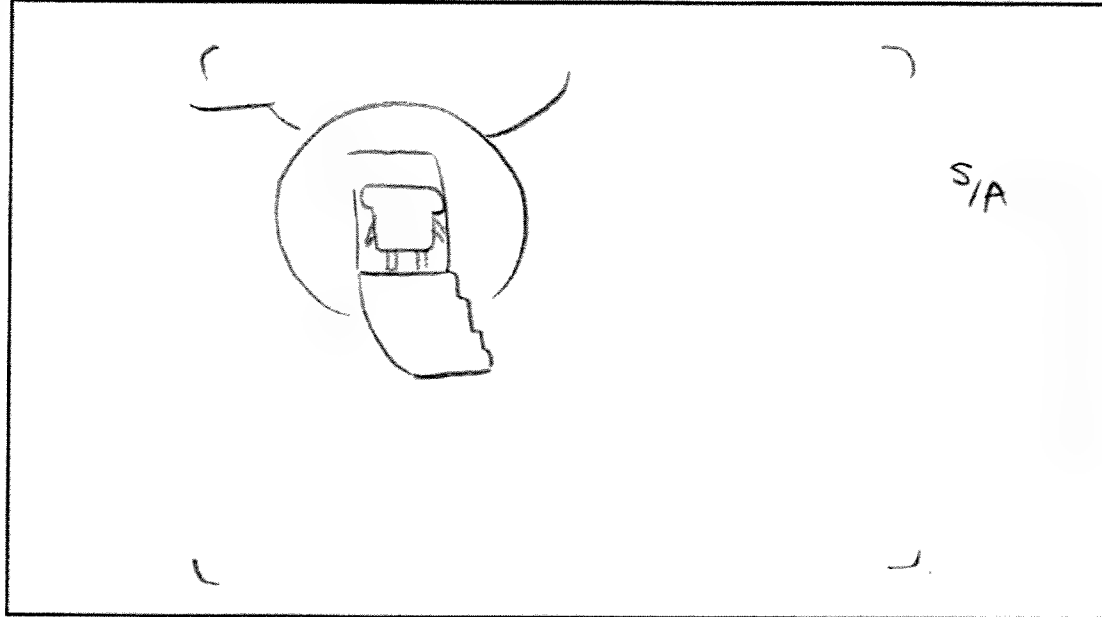
1014/151

# ADVENTURE TIME

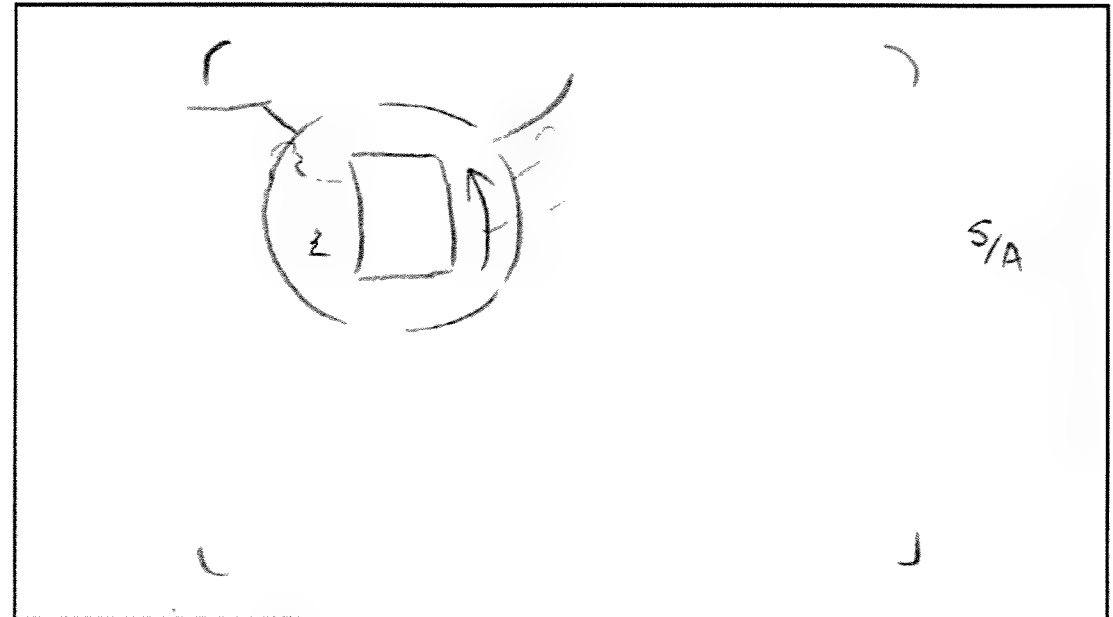


Page **74**

Sc. **53cont** Pnl. **E** Bg. day night



Sc. **53cont** Pnl. **F** Bg. day night



Dialog:	SFX: * KSHHH *
Action:	-RAMP CLOSES -SMALL PUFFS OF STEAM ESCAPE JUN 27 2013
Timing:	

EPISODE # 1014-151

1014/151

Production :



# ADVENTURE TIME



Page

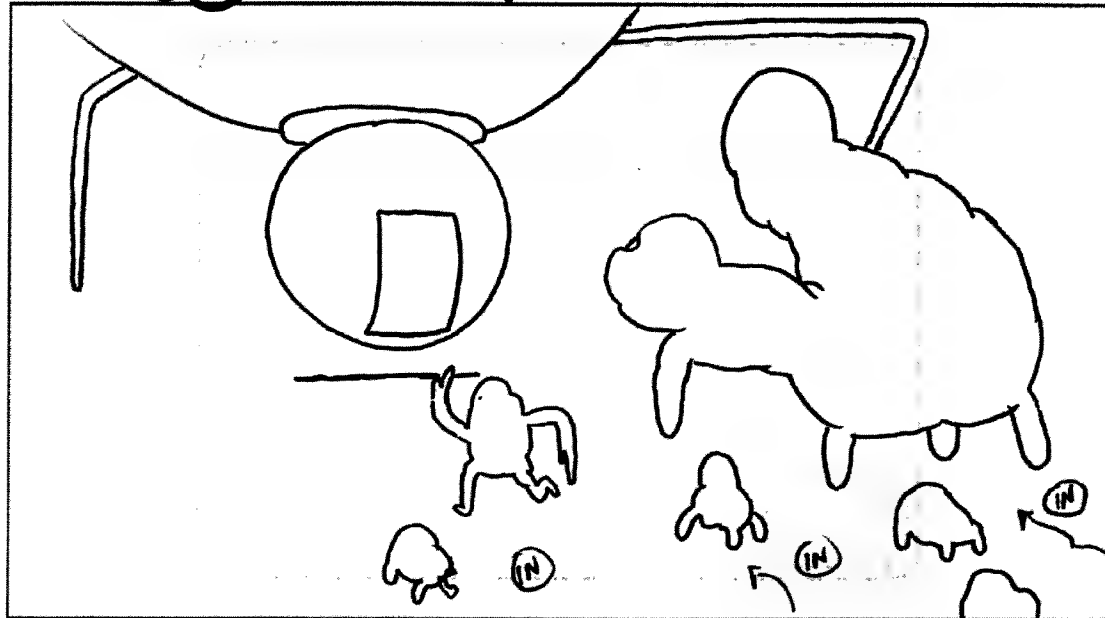
15

Sc.

53 cont Pnl. 6

Bg.

day night



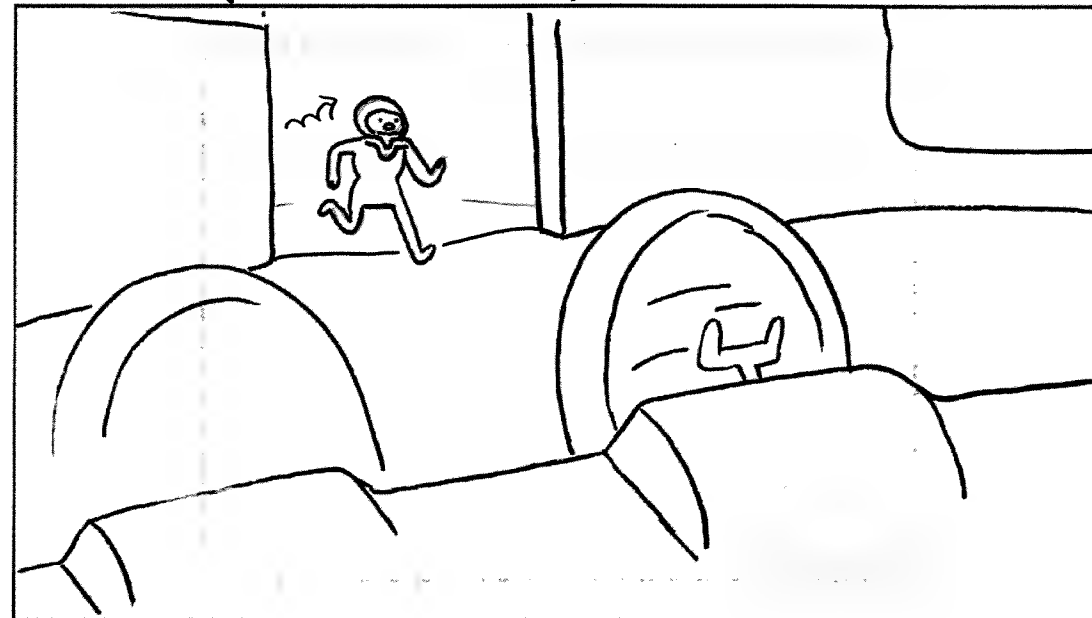
Sc.

54

Pnl. A

Bg.

day night



Dialog:

GOO  
(monsters) [growl.]

JUN 27 2013

Action:

-GOO Monsters charge in after

PB Runs into shot up steps

Timing:



Production :

EPISODE # 1014-151

1014/151

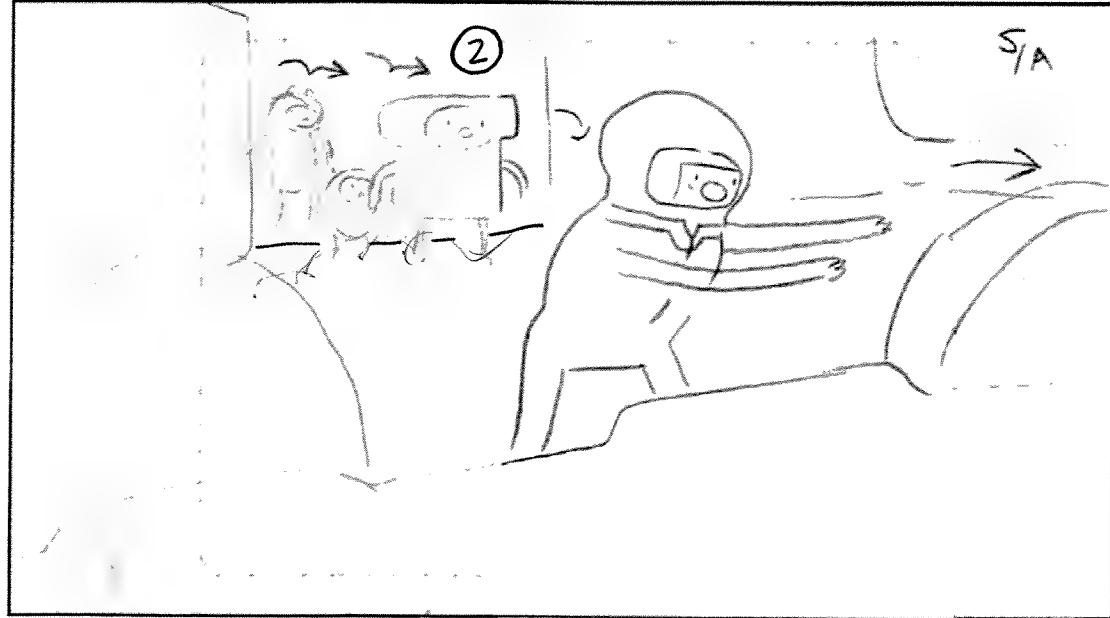
1014/151

# ADVENTURE TIME

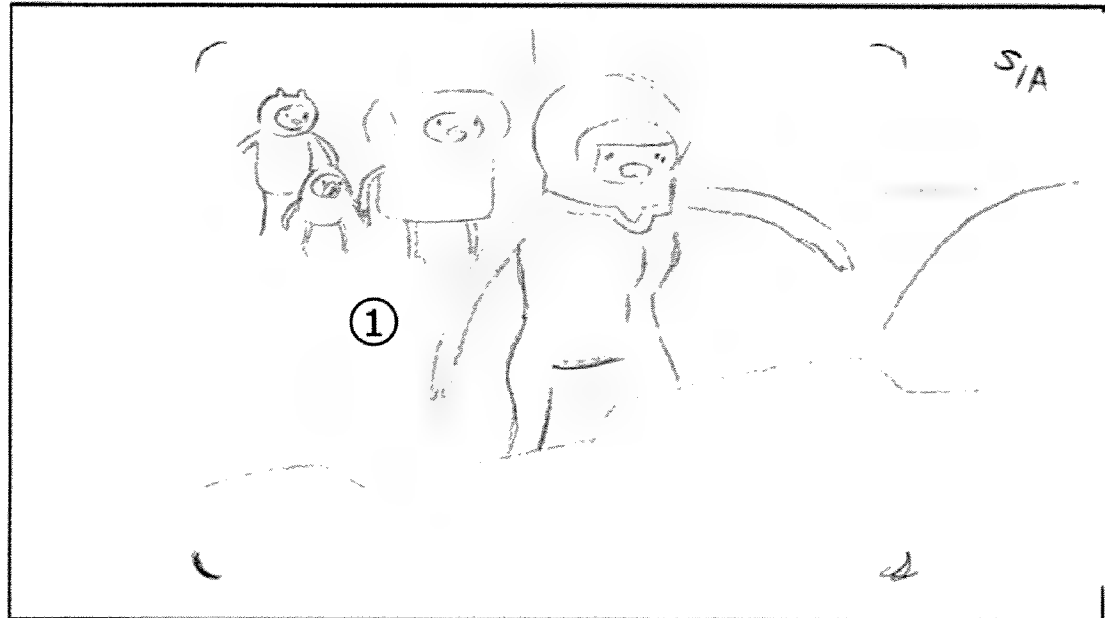


Page **76**

Sc. **54cont** Pnl. **B** Bg. day night

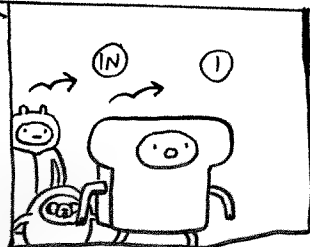


Sc. **54cont** Pnl. **C** Bg. day night



Dialog:  
PB: [GRUNT]

Action:  
- PB KNOCKS OVER chair  
- F, J + JAMES WALK ON/S. up steps, through door



JUN 27 2013

(HITS  
BUTTON)

EPISODE # 1014-151

1014/151

Production :

1014/151

1014/151

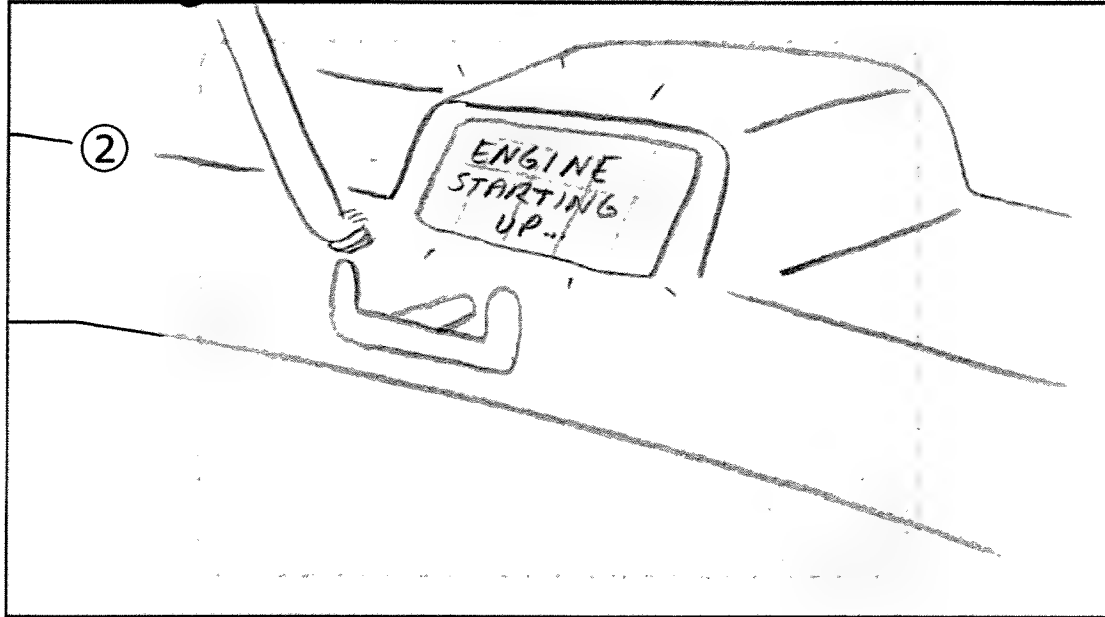
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# ADVENTURE TIME

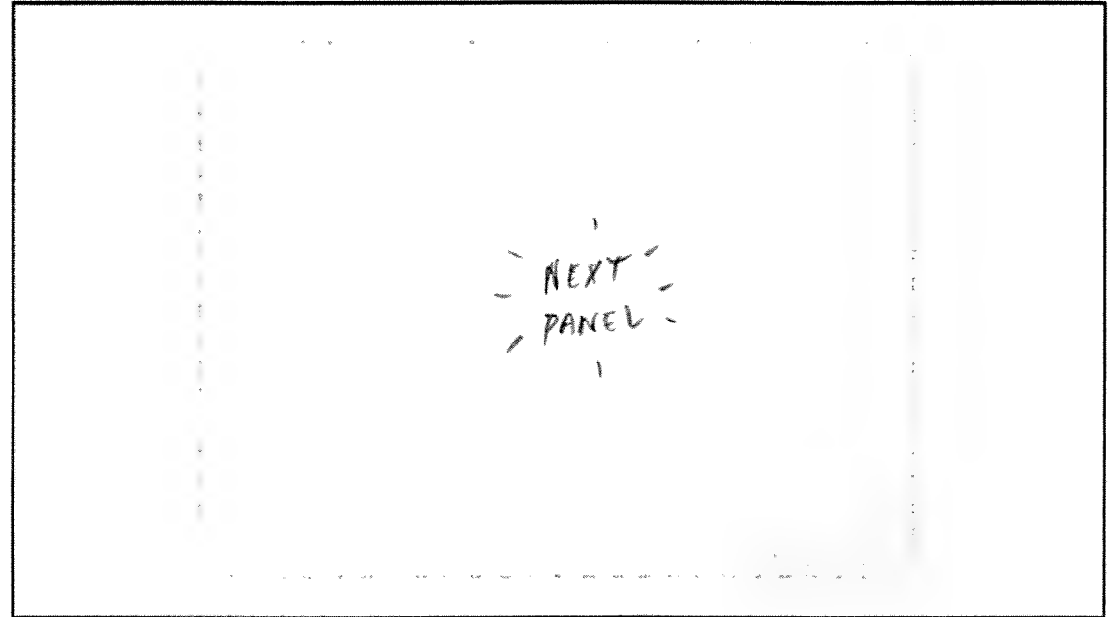


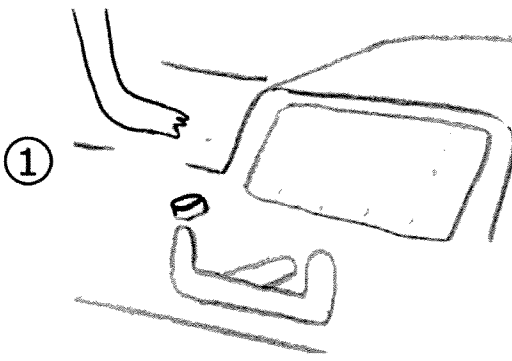
Page 77

Sc. 55 Pnl. A Bg. day night



Sc. Pnl. X Bg. day night



Dialog:	<u>SFX - BEEP BEEP BEEP</u>	
Action:	<u>LIGHT FLASHES</u>	
Timing:		
		JUN 27 2013

EPISODE #

1014-151

1014/151

Production :

1014/151

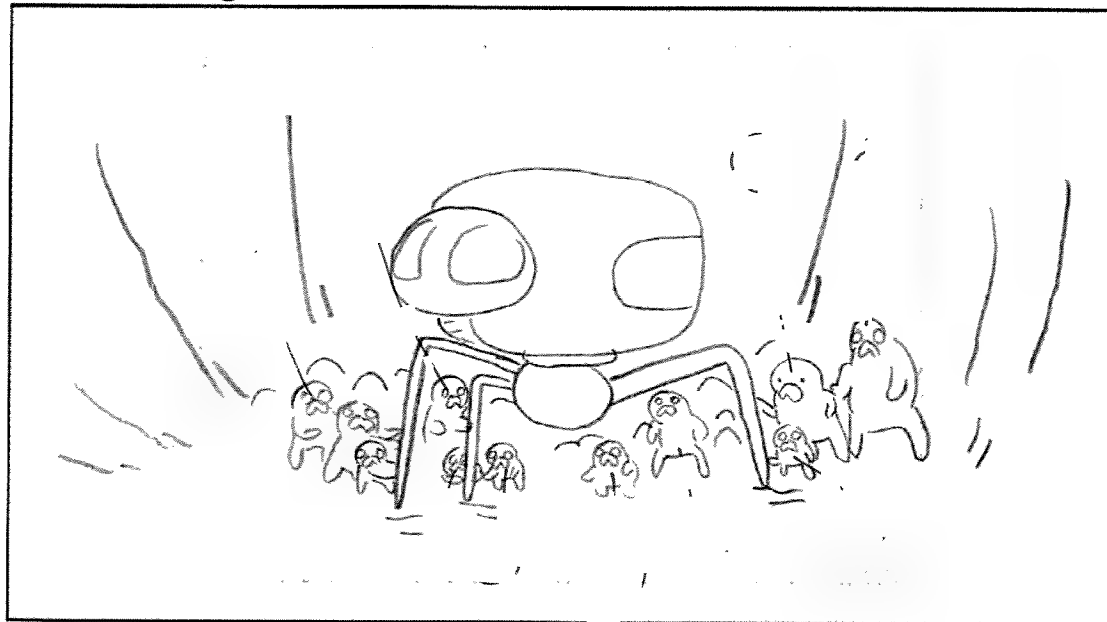
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# ADVENTURE TIME

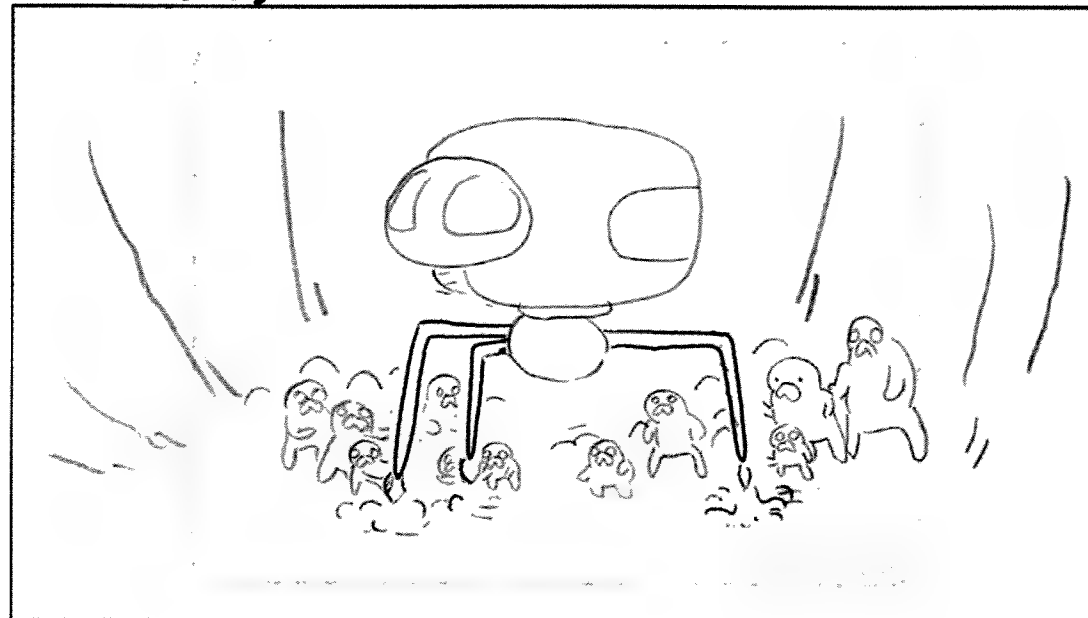


Page 78

Sc. 56 Pnl. A Bg. day night



Sc. 56 CONT Pnl. B Bg. day night



Dialog:

GOO MONSTERS : [ GROANING WALLA ]

Action:

rockets on ship starts

JUN 27 2013

Timing:

EPISODE #

1014-151

1014/151

Production :

1014/151

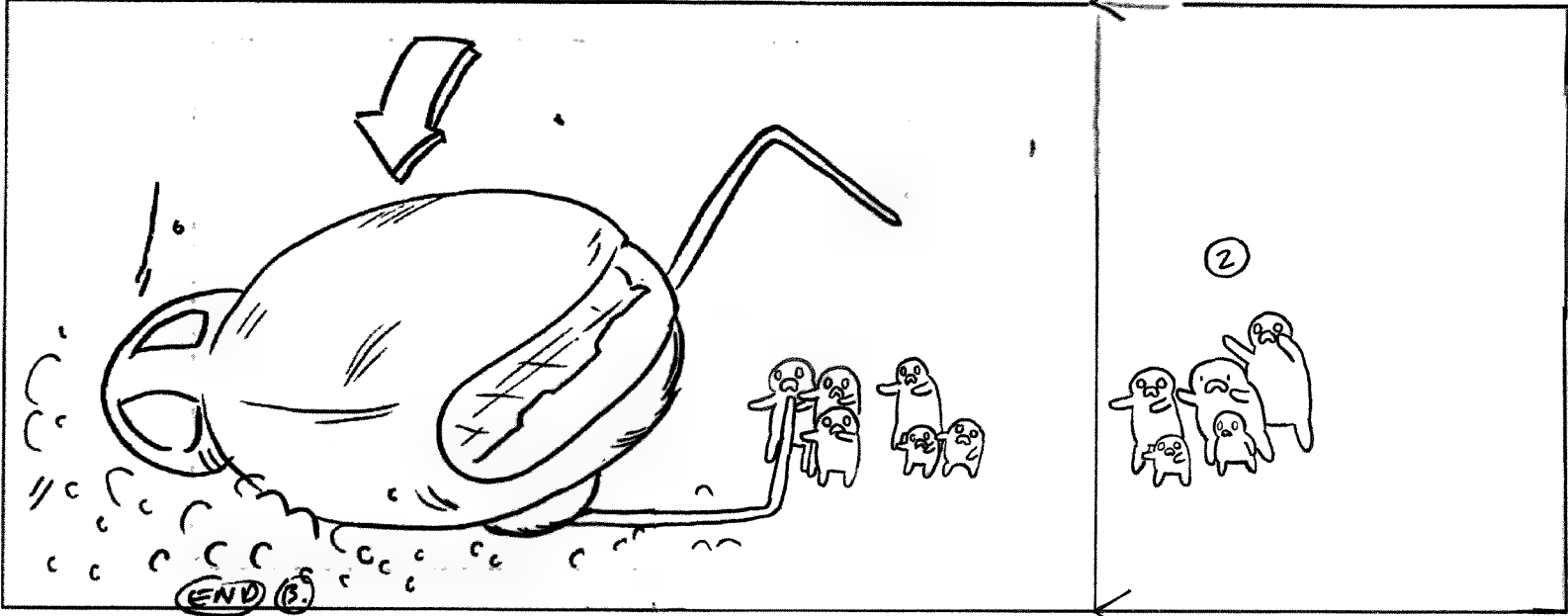
ADVENTURE TIME



Sc. 56 cont Pnl. C

Bg.

day night



Dialog:

GOO MONSTERS.

Sfx- Machine crrunching, smash sfx  
(PUSHING WALL)

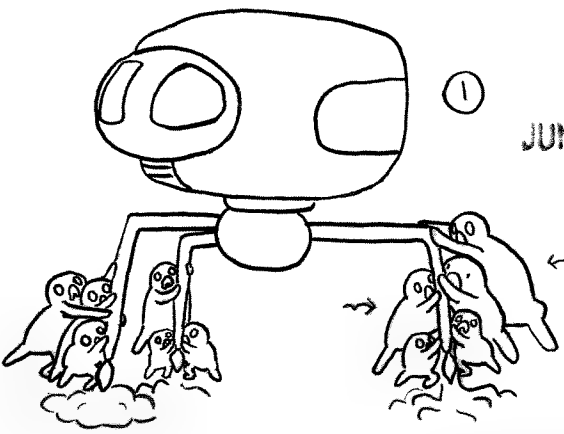
Action:

- MONSTERS push ship  
- ship falls toward foreground  
- cam pans w/ action

(B) ← (A)  
(PAN)

Timing:

START (A)



JUN 27 2013

1014/151

EPISODE #

1014-151

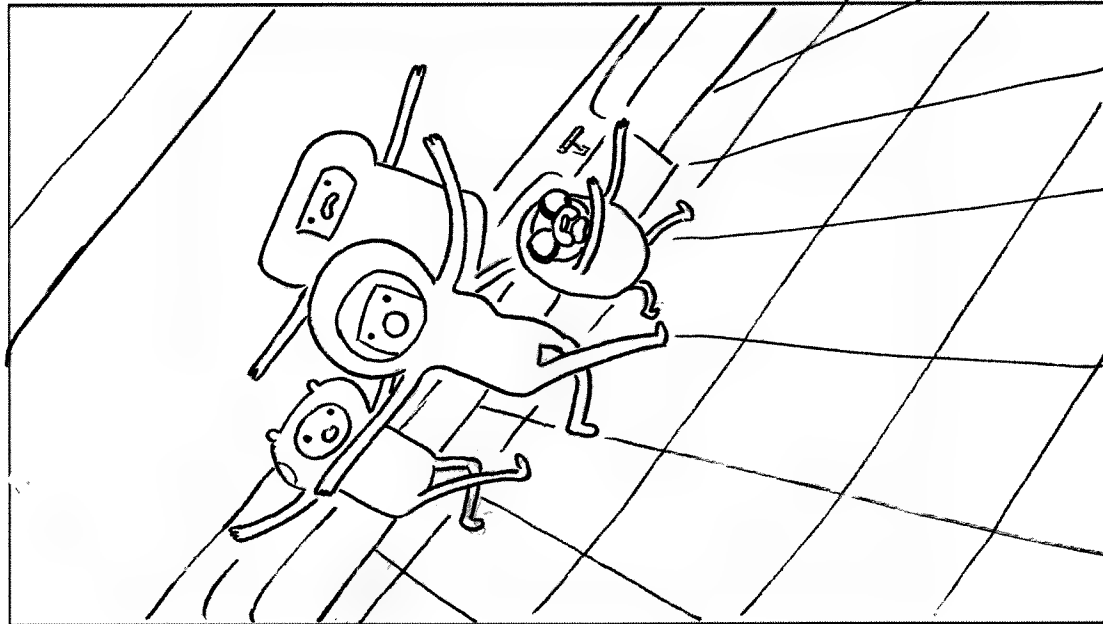
1014/151

ADVENTURE TIME

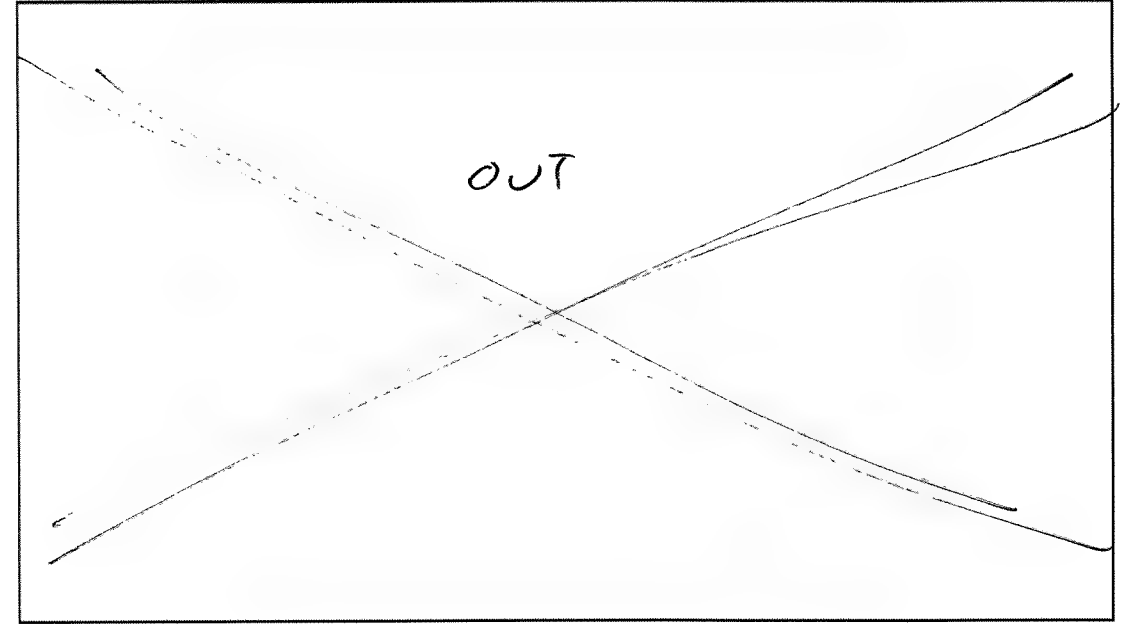


Page 80

Sc. 57 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
<u>All</u> : WHOOOOBAA....
Action:
Timing:

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Production :

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1014/151

1014/151

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# ADVENTURE TIME



NO  
SC  
58

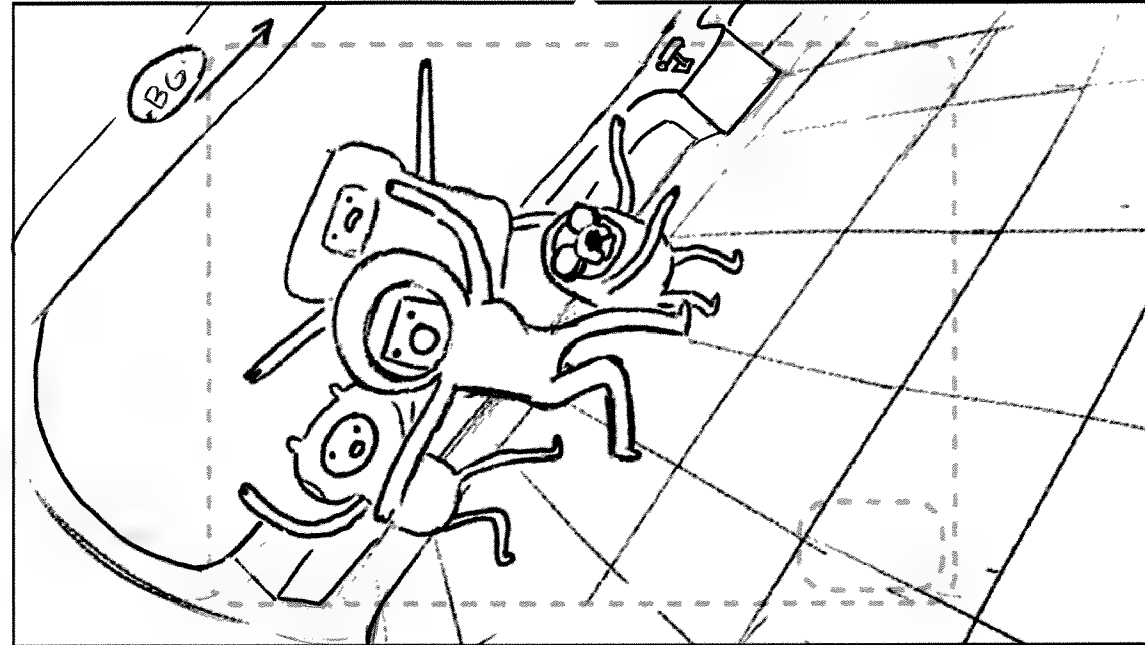
Page 81

Sc. 57 *CONT*

Pnl. *B*

Bg.

day night

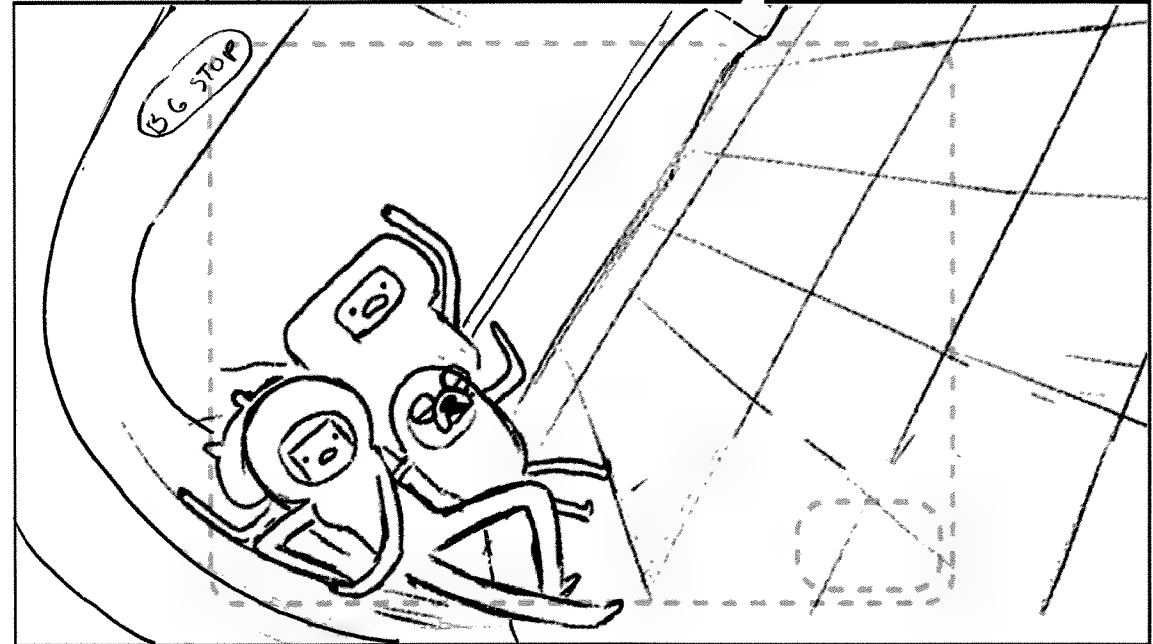


Sc. 57 *CONT*

Pnl. *C*

Bg.

day night



Dialog:

ALL: (CONT'D) Whooooaaa!!!

All: \*impact grunt\*

Action:

Timing:

JUN 27 2011

Production :

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1014/151

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# ADVENTURE TIME



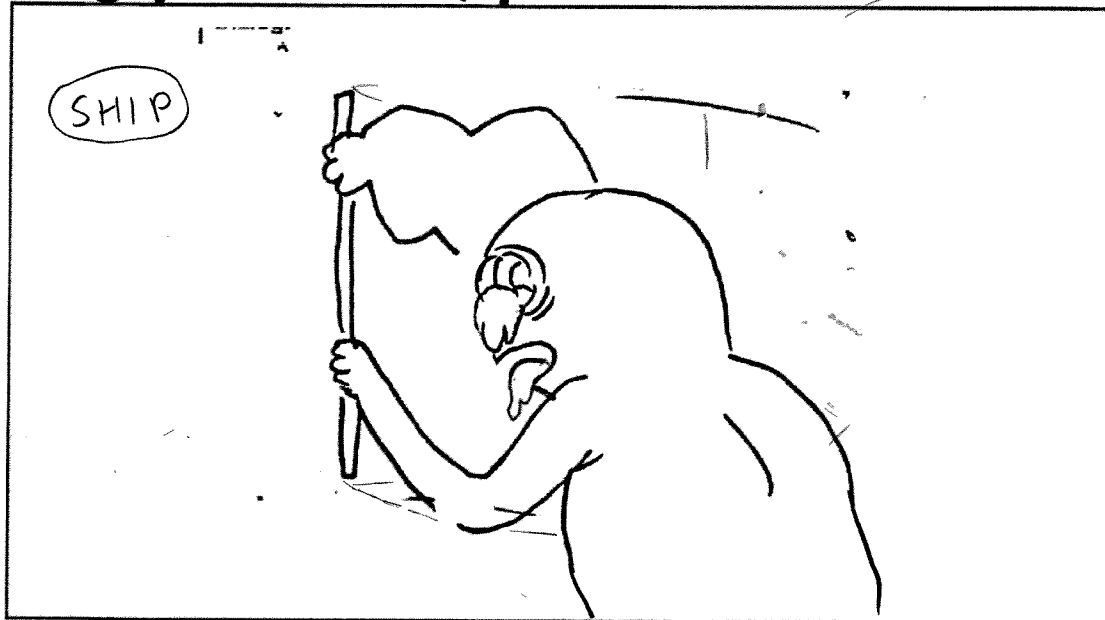
Page 82

Sc. 59

Pnl. A

Bg.

day night



Sc. 59 cont

Pnl. B

Bg.

day night



Dialog:

GOO MONSTER #1 : [LOUD GRUNT]

Action:

- monster tears at side panel.

JUN 27 2013

Timing:

Production :

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1014/151

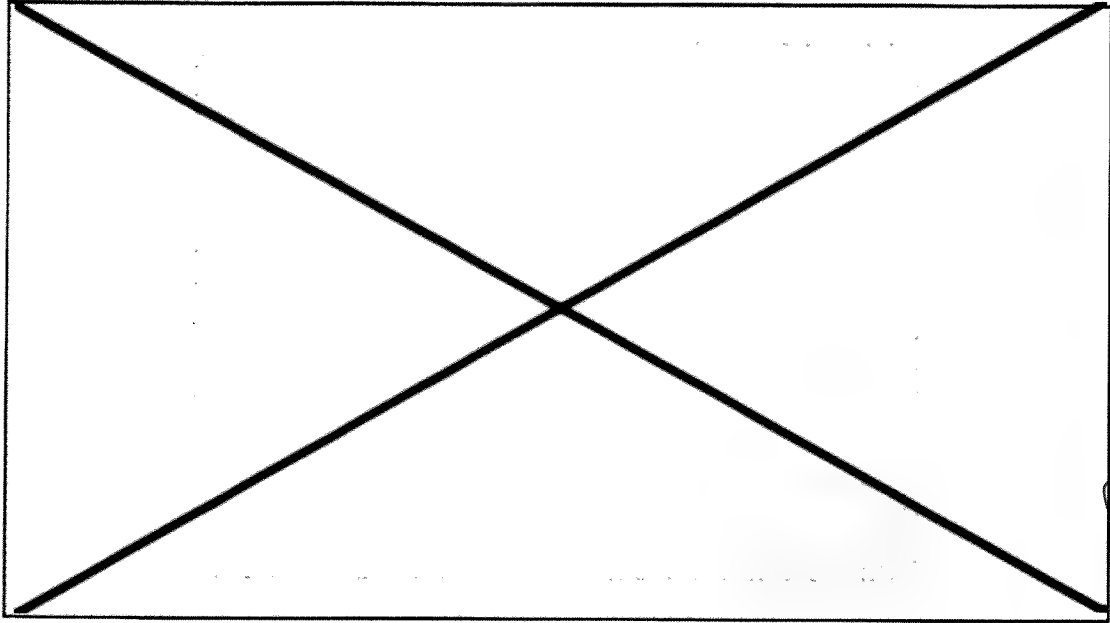
1014/151



ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 60 Pnl. A Bg. day night



Dialog:

GOO MONSTERS: [GROWLING]

Action:

MONSTERS HANG  
ON LEGS

JUN 27 2013

Timing:

EPISODE #

1014-151

1014/151

Production :

1014/151

1014/151

# ADVENTURE TIME



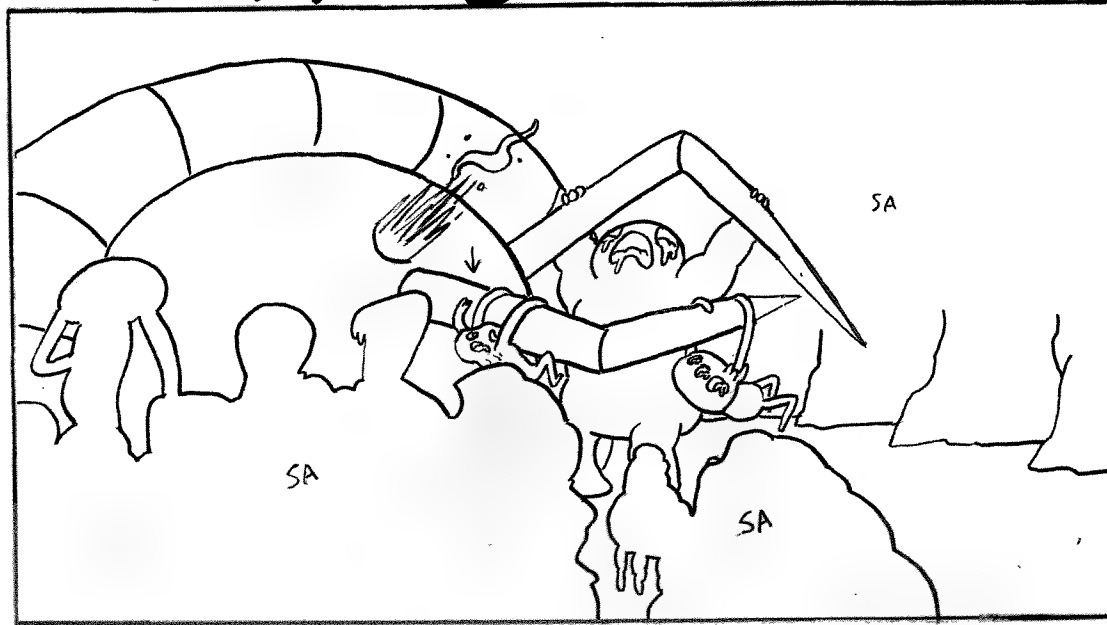
NO  
SC  
61

Page 84

Sc. 60 cont Pnl. B

Bg.

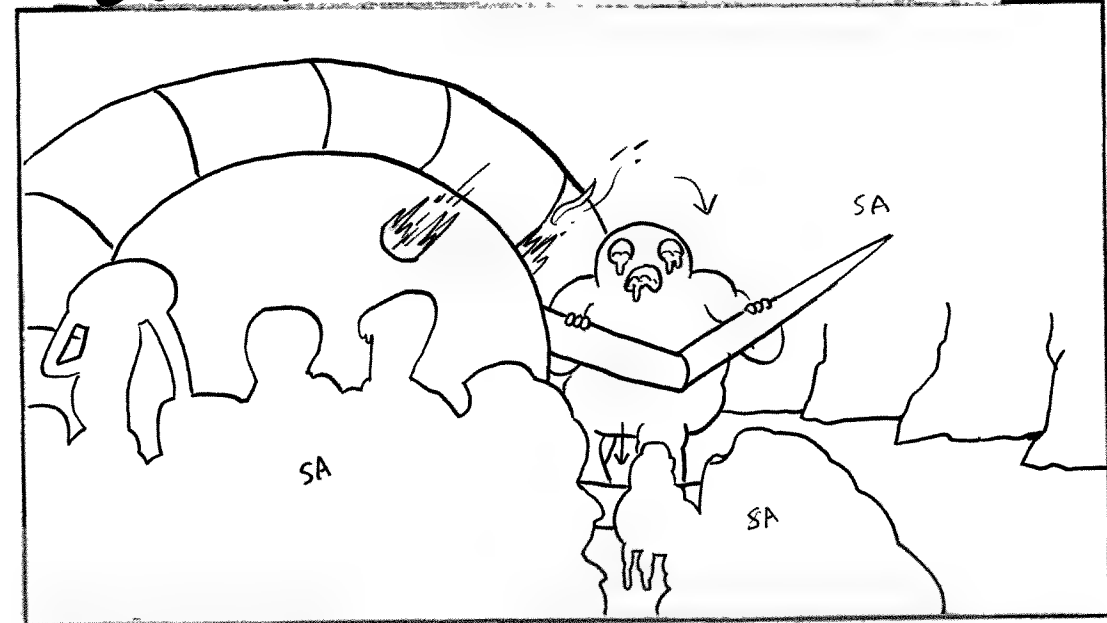
day night



Sc. 60 cont Pnl. C

Bg.

day night



Dialog:

GOO MONSTER: [ROARS]

Action:

- GOO MONSTERS SNAP OFF leg, leg off  
big monster tears

Rips off  
leg.

Timing:

JUN 27 2013

Production :

EPISODE #

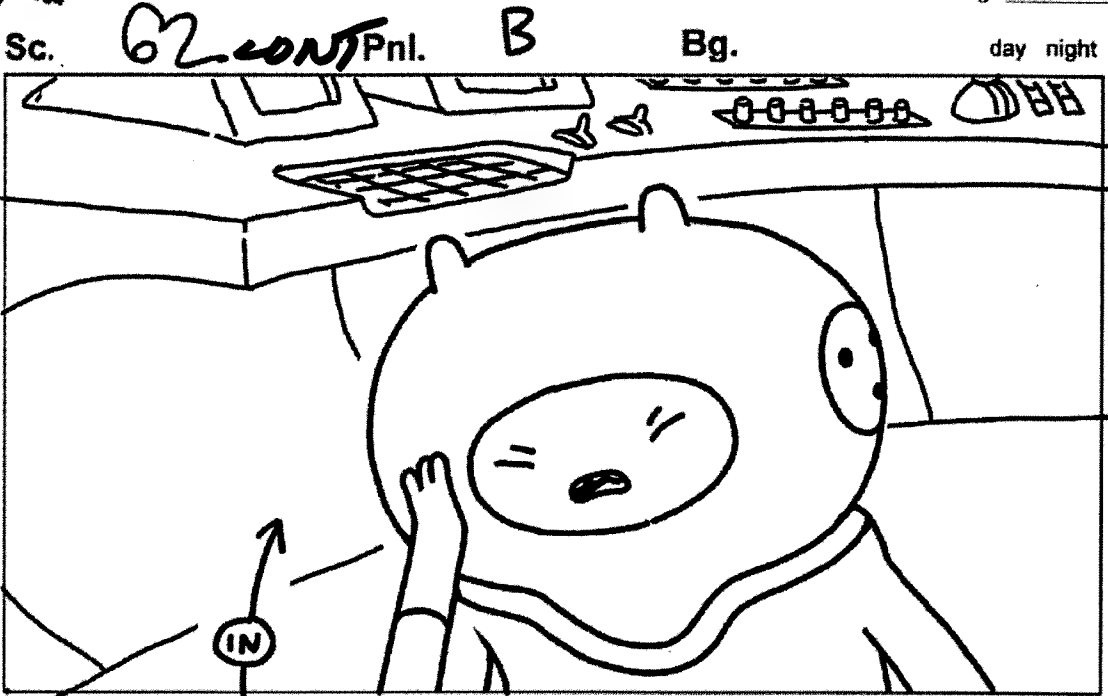
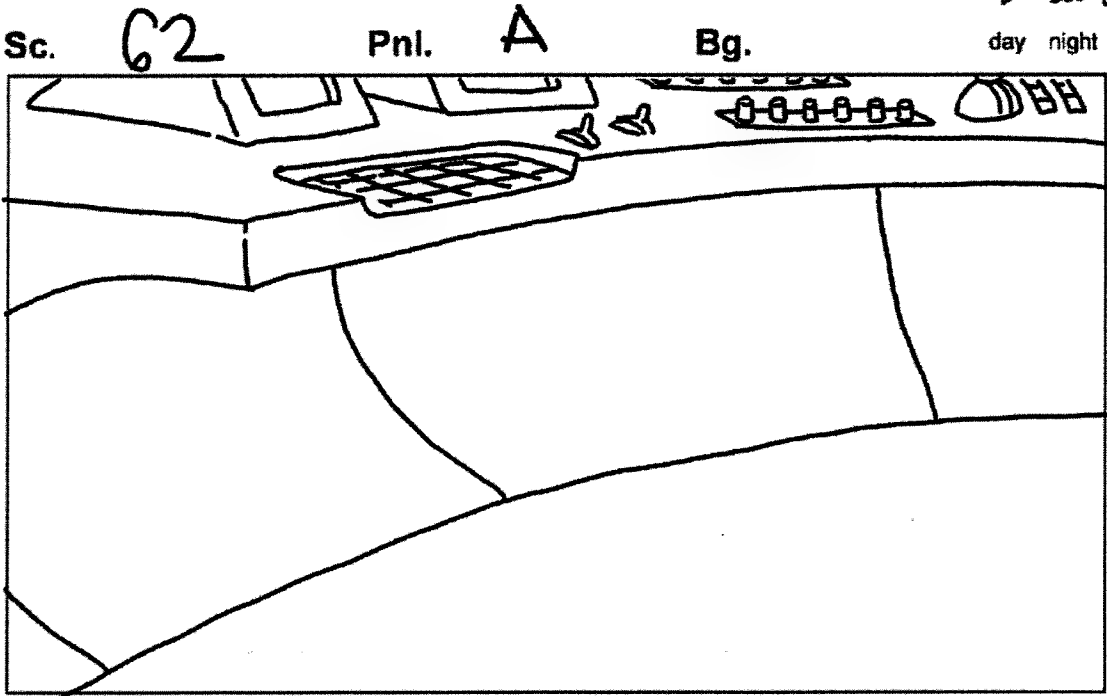
1014-151

1014/151

1014/151

1014/151

ADVENTURE TIME



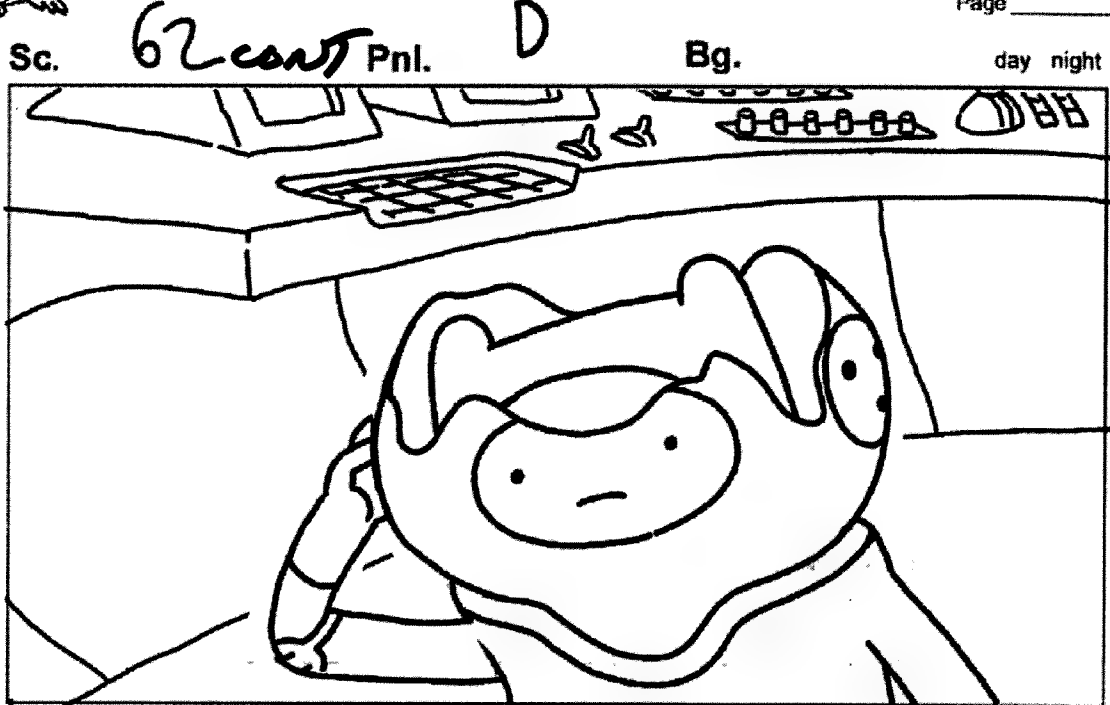
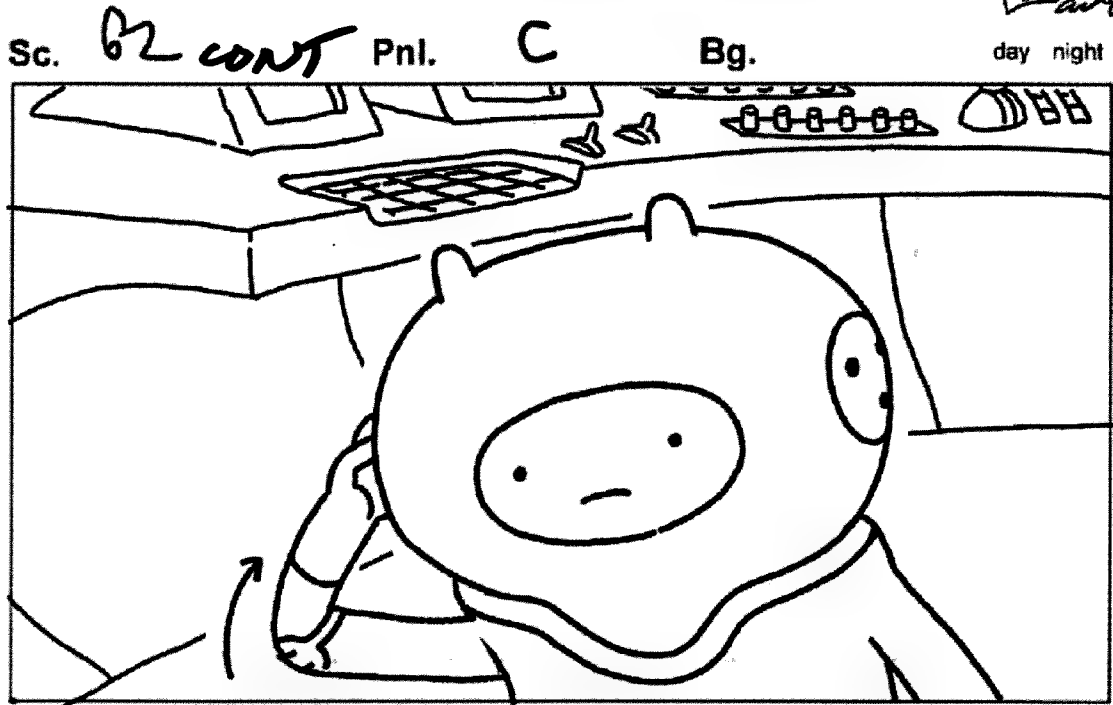
Dialog:
Action: - FINN RISES ON/S,
Timing:

JUN 27 2013

EPISODE # 1014-151

Production :

ADVENTURE TIME



Dialog:	
Action: FINN REACHES UP AND PRESSES HIS HAND AGAINST THE SIDE OF HIS HELMET.	FINN'S HELMET RETRACTS INTO HIS RADIATION SUIT. JUN 27 2013
Timing:	

1014-151  
EPISODE #  
Production :

1014/151

1014/151

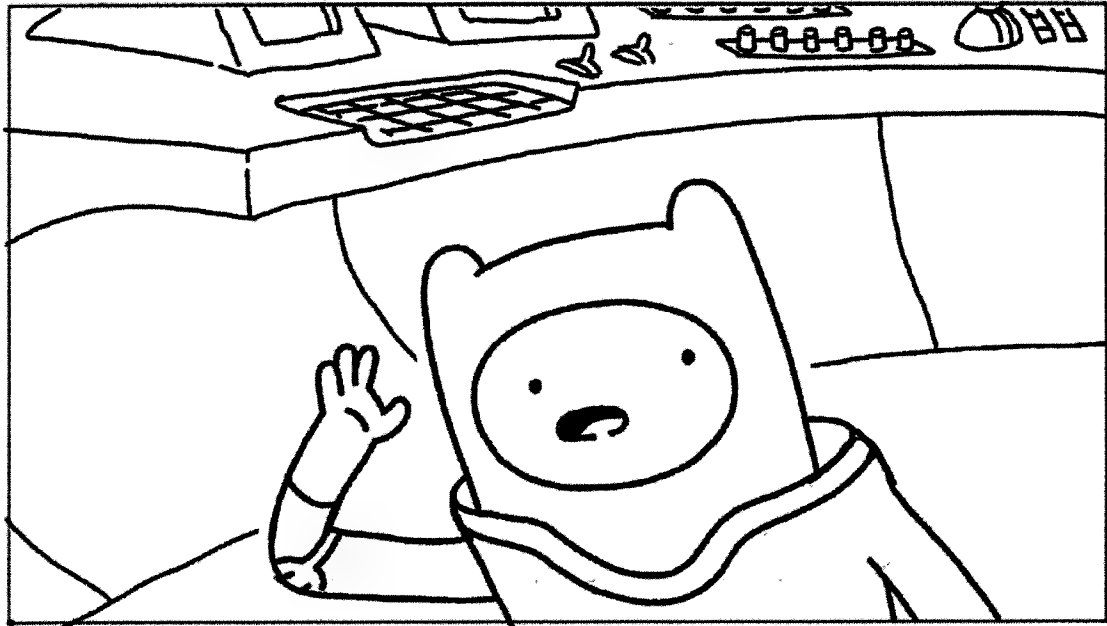
1014/151

# ADVENTURE TIME

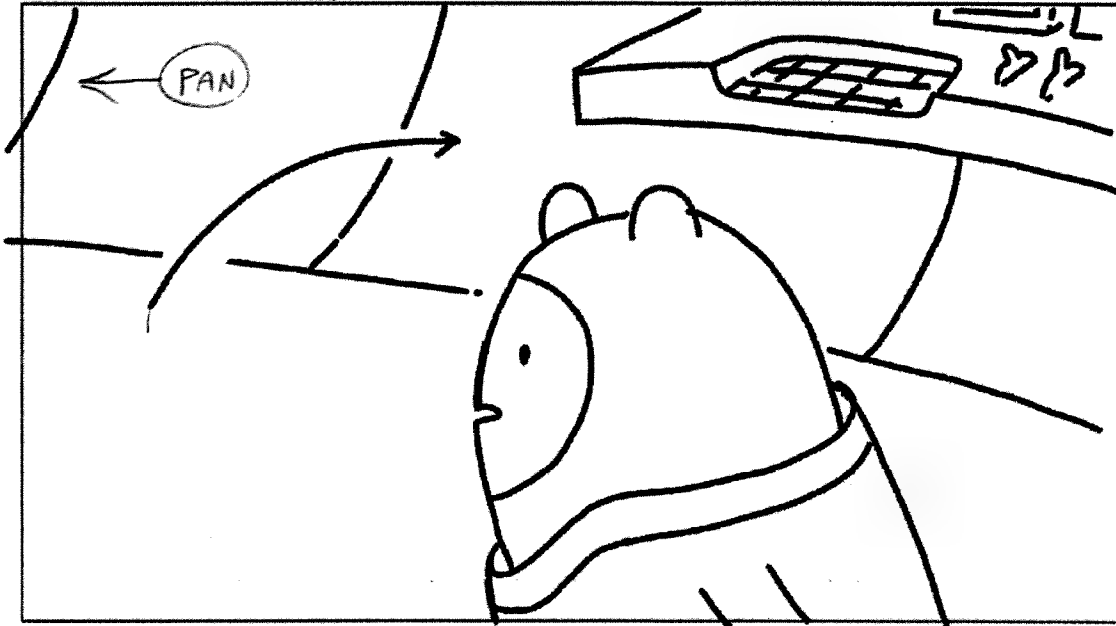


Page 87

Sc. 62 cont Pnl. E Bg. day night



Sc. 62 cont Pnl. F Bg. day night



Dialog:

F/EVERYONE OK?

(9/5)

JAKE/ <Muttering Nonsense>

JUN 27 2013

Action:

CAMERA SWINGS AROUND FINN'S HEAD

Timing:

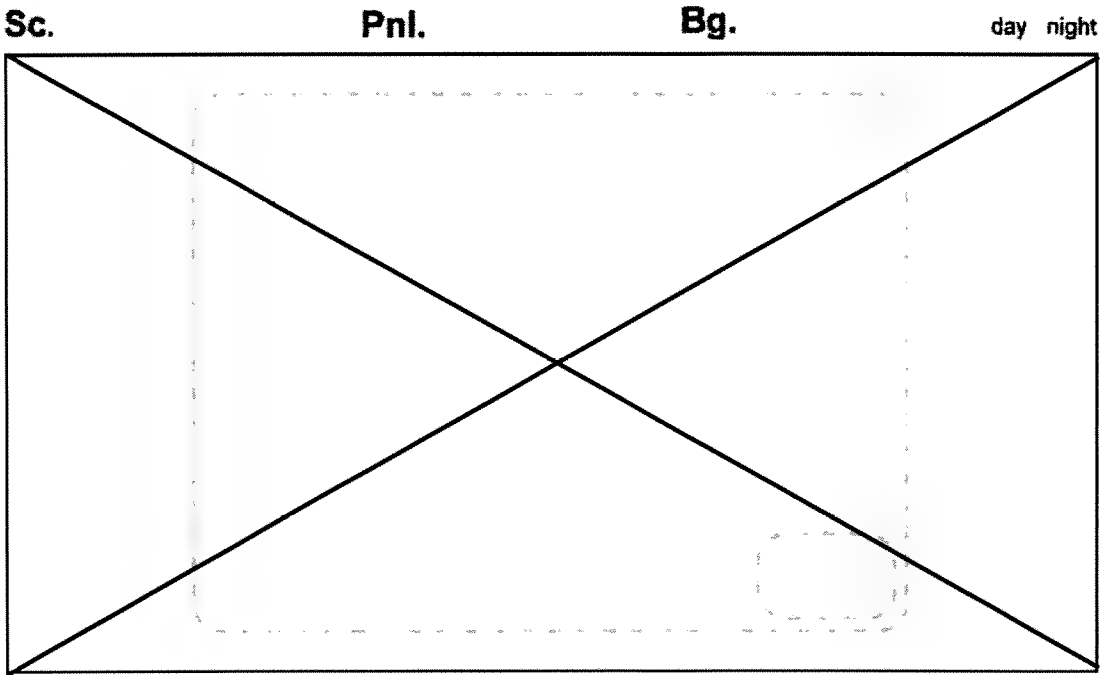
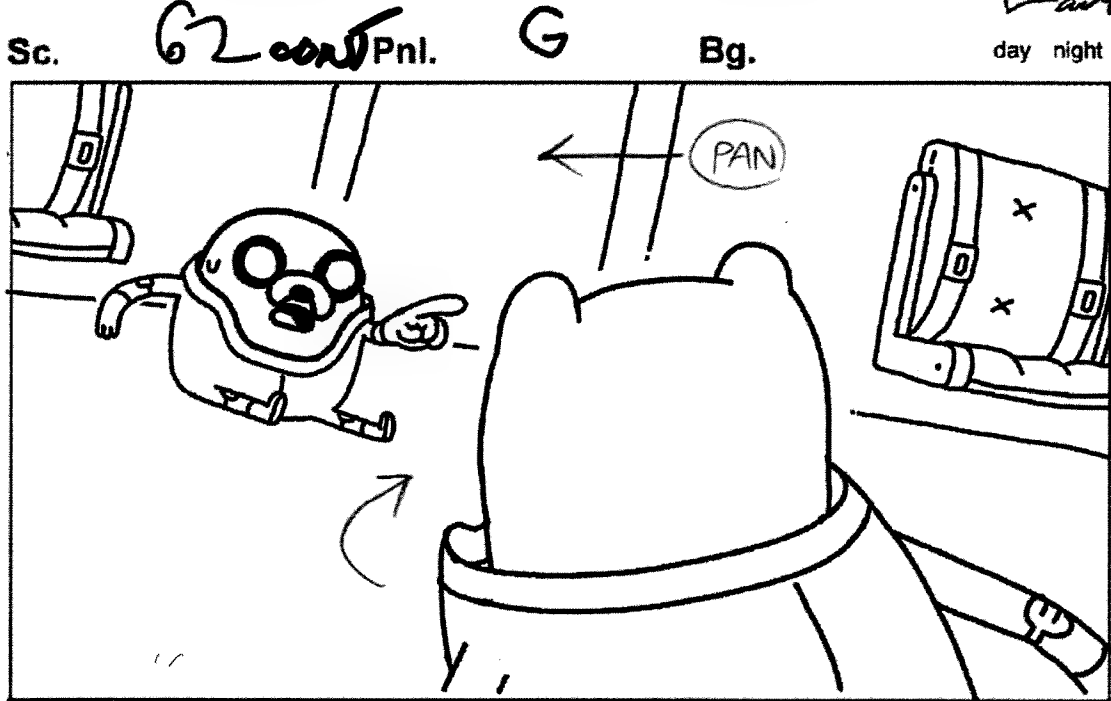
EPISODE # 1014-151

1014/151

Production :

1014/151 1

ADVENTURE TIME



Dialog:
Jake/ <Muttering Nonsense>
Action:
Timing:

JUN 27 2013

EPISODE # 1014-151

1014/151

Production :

ADVENTURE TIME



NO SC's  
63-64

Page 89

Sc. Pnl. Bg. day night Sc. 62 cont Pnl. H Bg. day night



FIELD THE 9/4 PNL G

F : HUM.

Action: - FINN TURNS TO LOOK.

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

1014/151

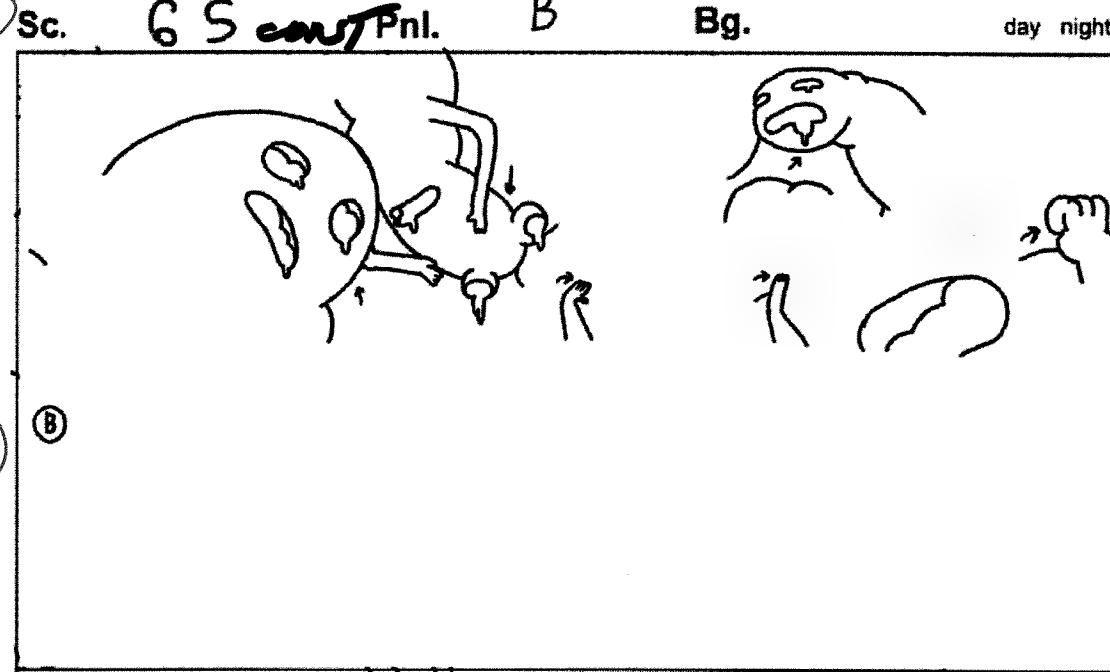
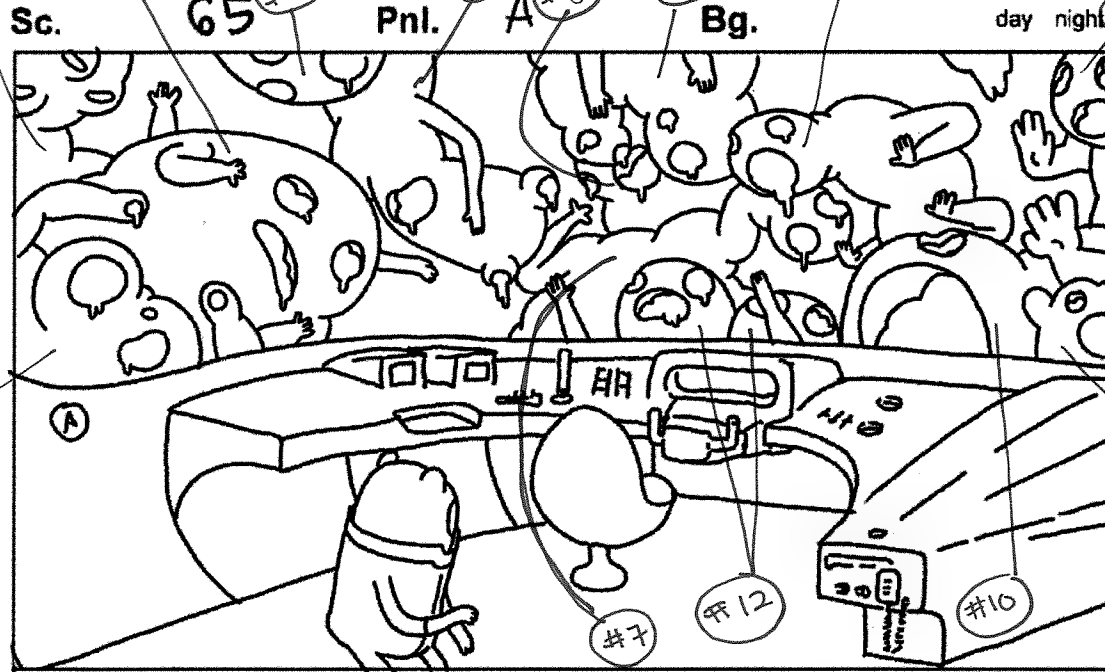
1014/151

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# ADVENTURE TIME



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Dialog:

GOO MONSTERS : [ ZOMBIE WALIA ]

FINN: OH MY GARP! What are they?!

Action:

OOZE CREATURES ARE completely covering THE VIEW SCREEN. - PLEASE STAGGER CREATURES MOVEMENTS.  
- Creatures move back and forth

JUN 27 2013

Timing:

EPISODE # 1014-151

1014/151

Production :

1014/151



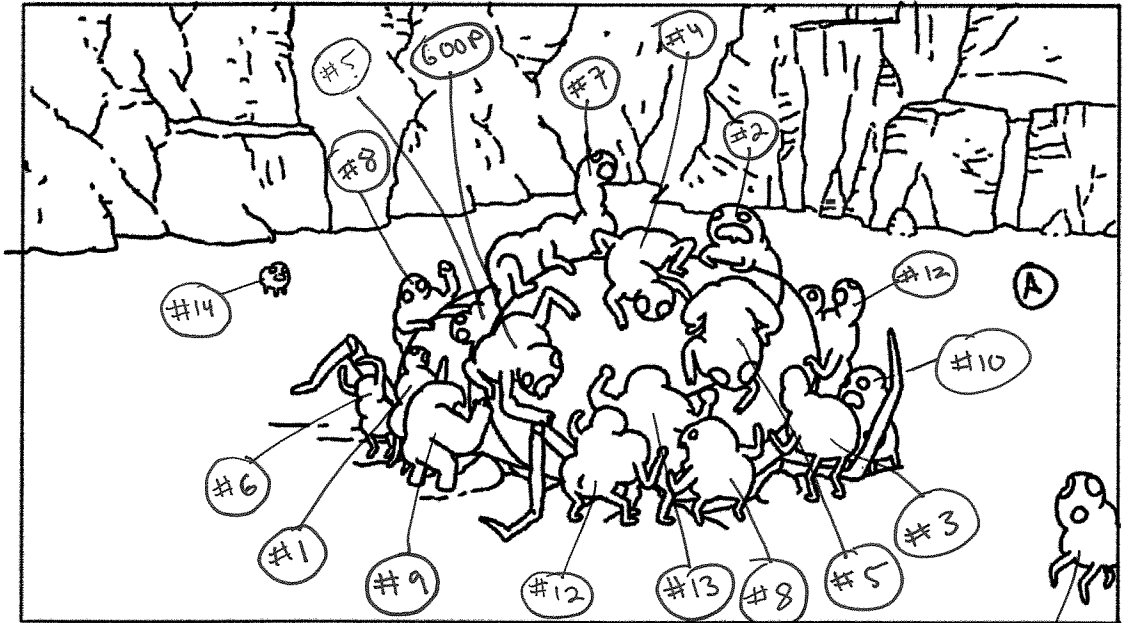
1014/151

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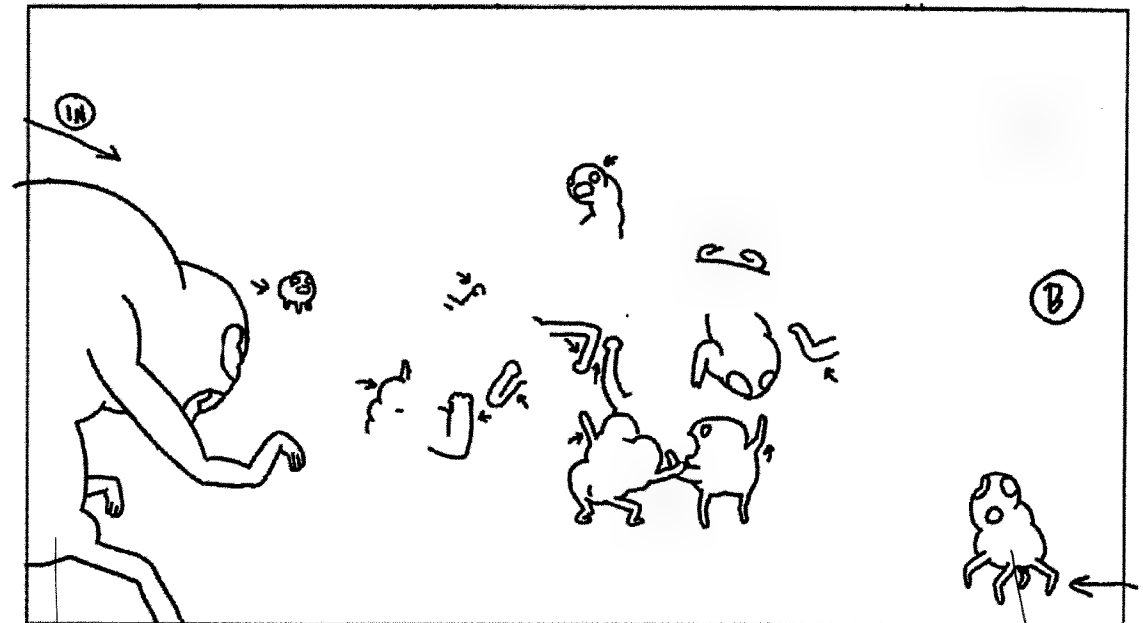
# ADVENTURE TIME



Sc. 66 Pnl. A Bg. day night



Sc. 66 cont Pnl. B Bg. day night



Dialog:	
Action: EXTERIOR VIEW OF SHIP. CREATURES ARE COVERING SHIP.	
Timing:	

- PLEASE STAGGER MOVEMENTS.  
- MORE GOO MONSTERS COME ON/S. JUN 27 2011

1014-151  
EPISODE #  
Production :

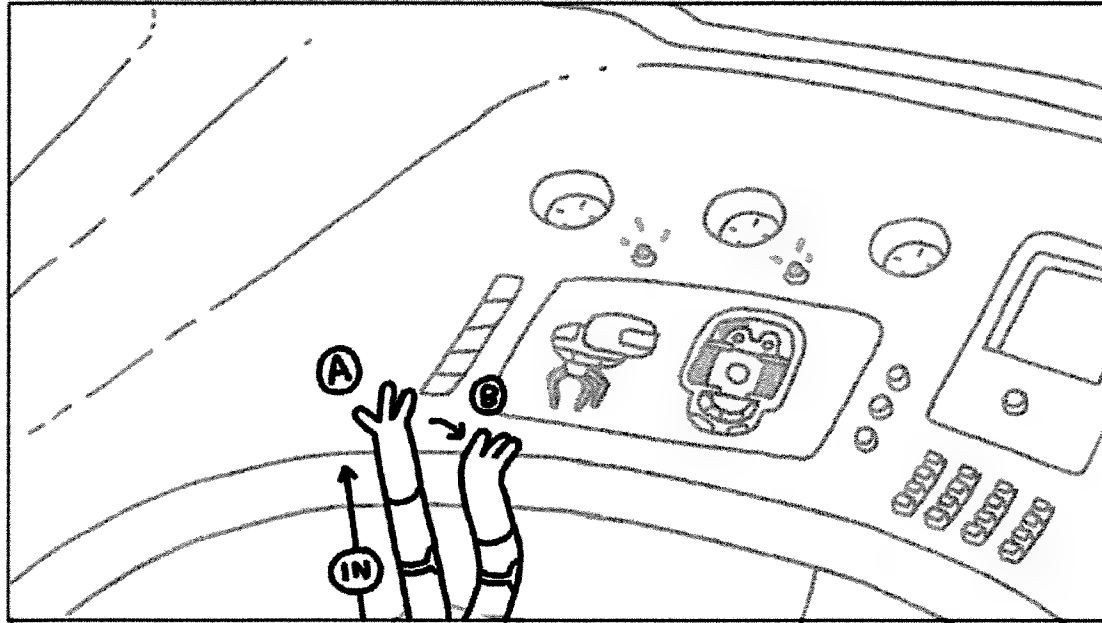
1014/151

# ADVENTURE TIME

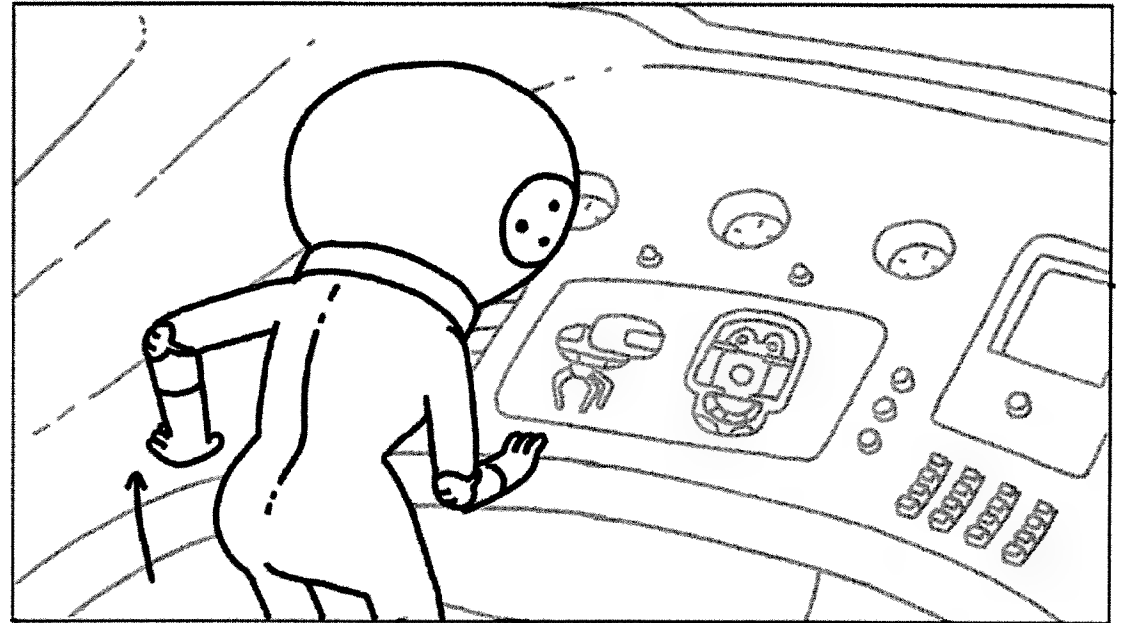


Page 92

Sc. 67 Pnl. A Bg. day night



Sc. 67 CONT Pnl. B Bg. day night



Dialog:

PB/ ERF...

Action:

PB'S HAND REACHES (A) UP AND GRABS DASHBOARD.

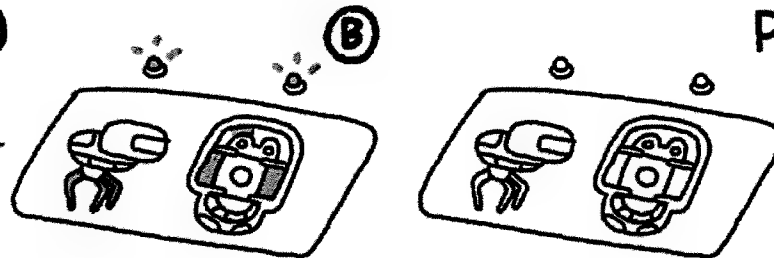
PB PULLS HERSELF UP TO THE DASHBOARD.

JUN 27 2013

Timing:

FOR SHOTS INCLUDING THIS CONTROL PANEL

RED AREAS BLINK ON AND OFF.



EPISODE # 1014-151  
1014/151

Production :

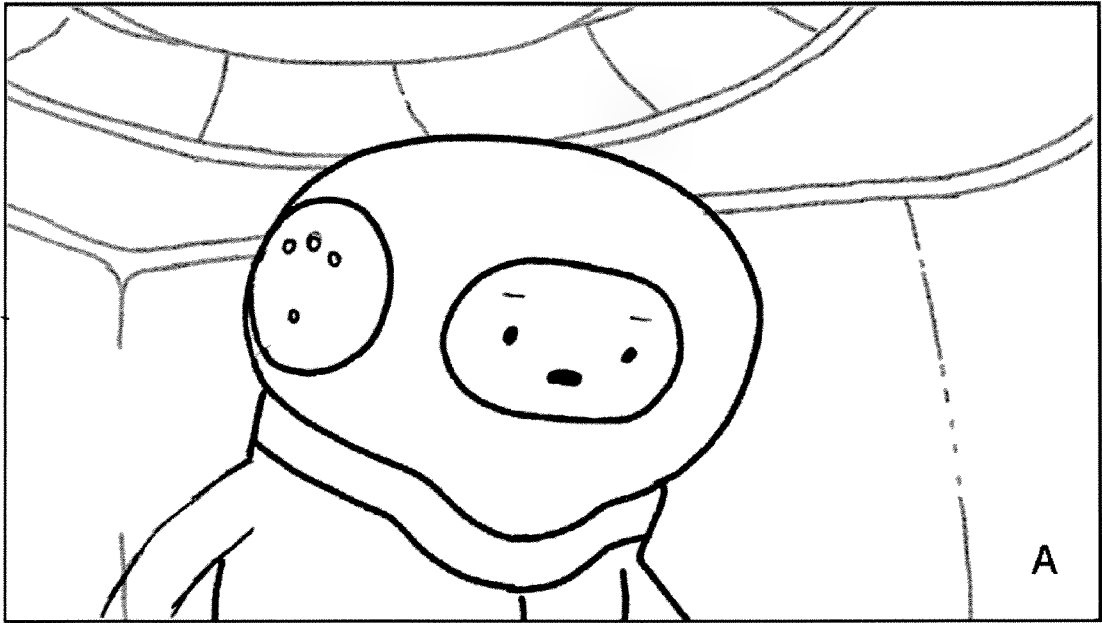
1014/151

ADVENTURE TIME



Page 93  
93A NEXT

Sc. 68 Pnl. A Bg. day night



A

Sc. 68 cont Pnl. B Bg. day night



B

Dialog:	PB/ <sup>A</sup> They're <sup>B</sup> toxic creatures, <sup>A</sup> from another time.
Action:	A - B - A
Timing:	

JUN 27 2013

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EPISODE #

1014/151

Production :

1014/151

1014/151

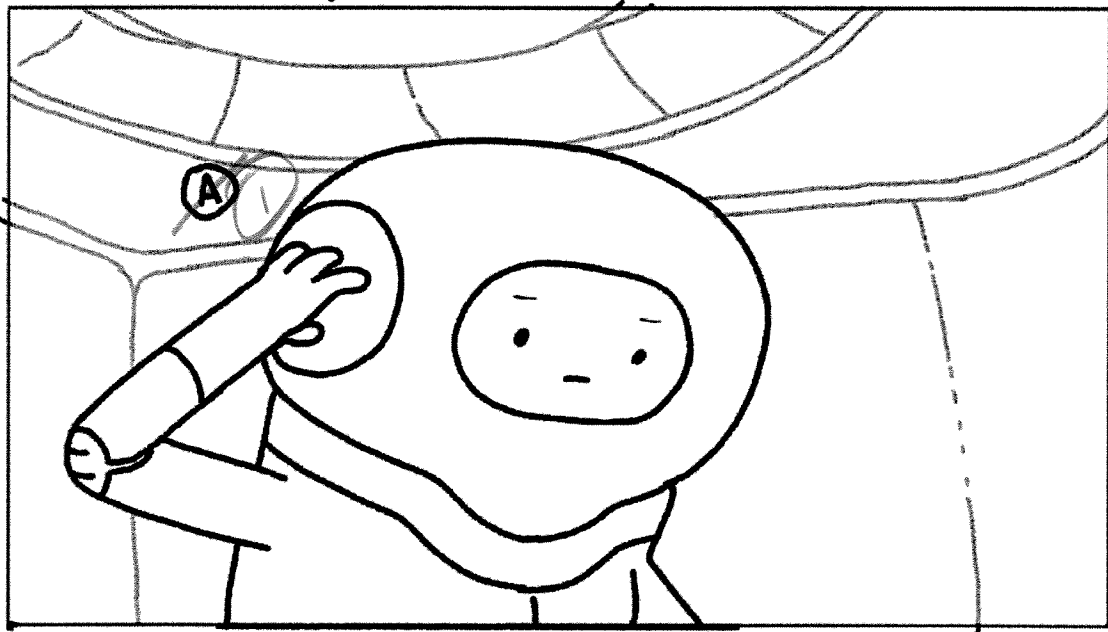
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ADVENTURE TIME



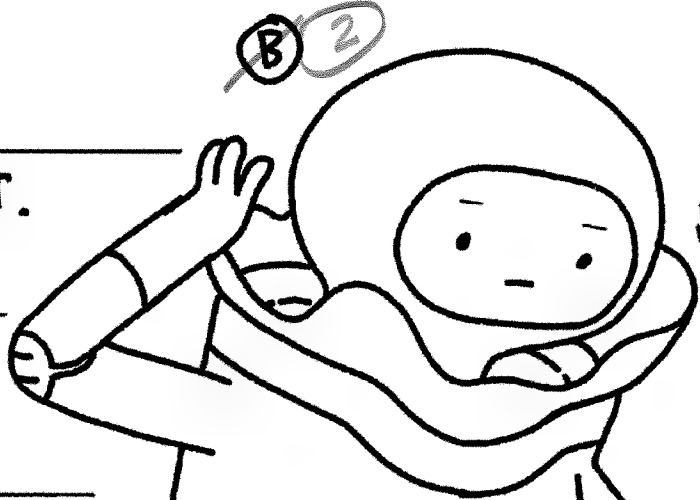
Page 93 A  
94 NEXT  
day night

Sc. 68 cont Pnl. C Bg. day night



Sc. 68 cont Pnl. D Bg. day night



Dialog:	
Action: PB REMOVES HELMET.	
Timing:	

OK  
PB/ LET'S SEE...

JUN 27 2013

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EPISODE #

1014/151

Production :

1014/151

1014/151

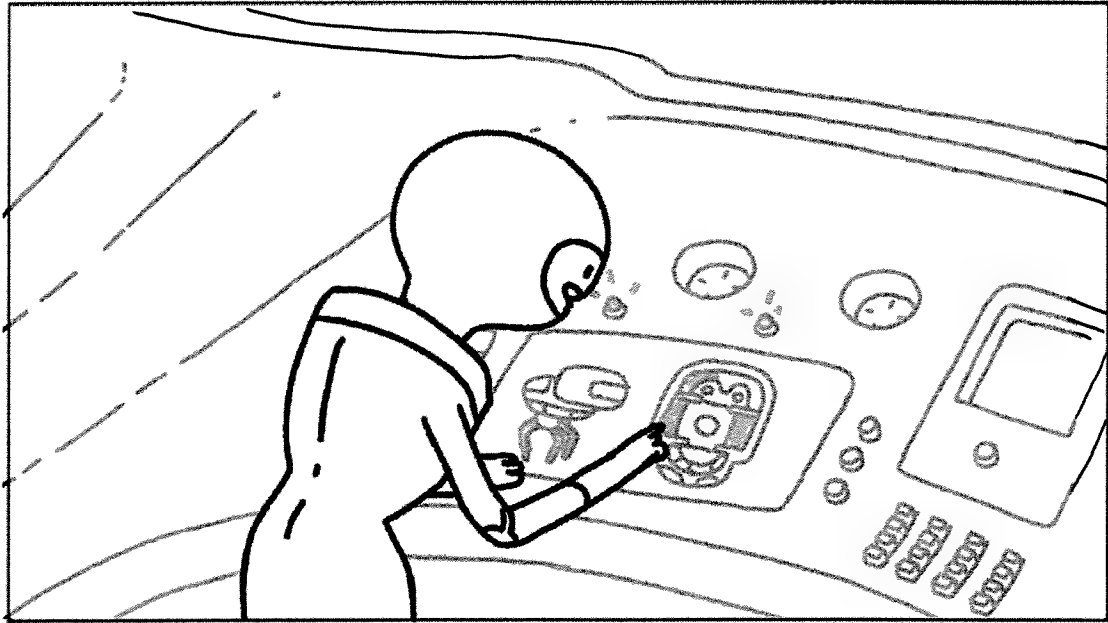
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ADVENTURE TIME

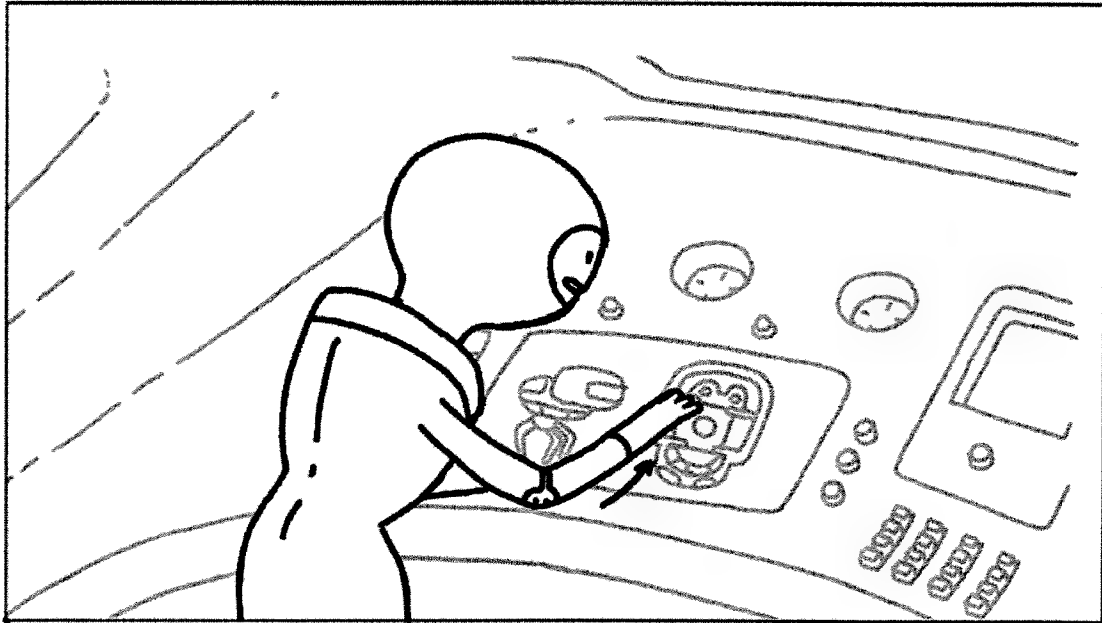


Page 94

Sc. 69 Pnl. A Bg. day night



Sc. 69 cont Pnl. B Bg. day night



Dialog:	
PB/ SUSPENSION'S ALL DONKED,	PB/ NAVIGATION'S LOST,
Action:	
Timing:	

JUN 27 2013

1014-151  
EPISODE #  
Production :

1014/151

1014/151

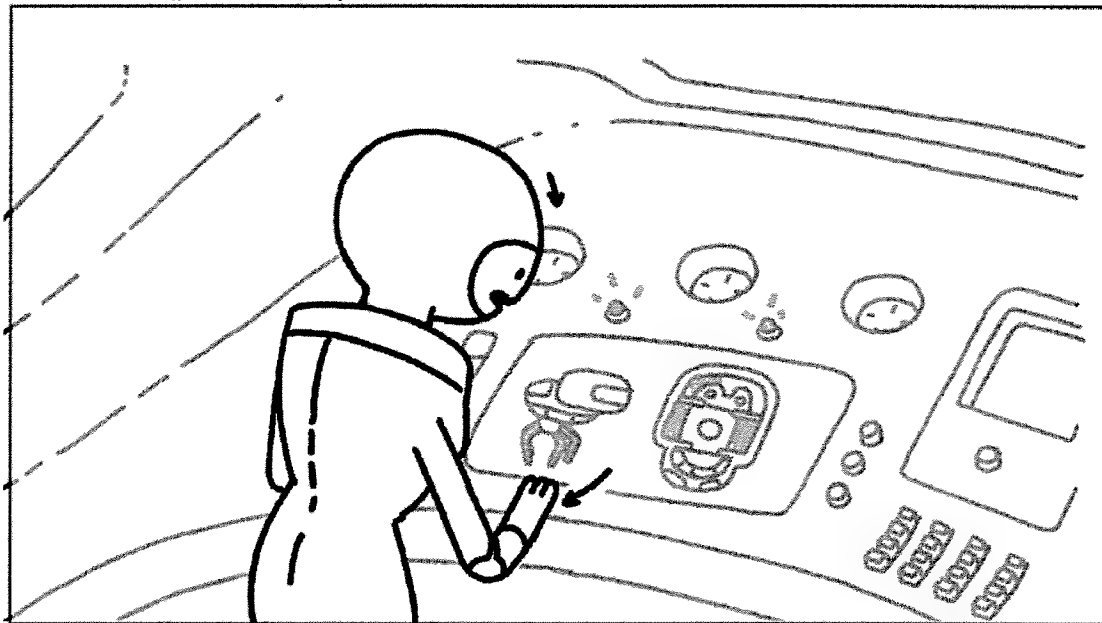
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# ADVENTURE TIME

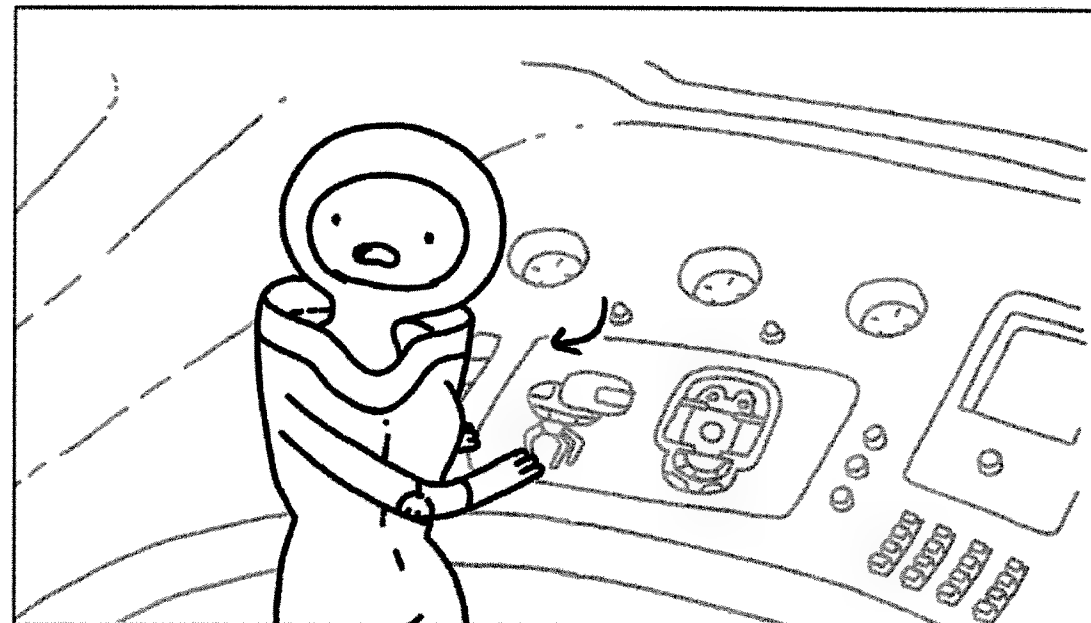


Page **95**

Sc. **69 CONT** Pnl. **C** Bg. day night



Sc. **69 CONT** Pnl. **D** Bg. day night



Dialog:

SHIP'S

PB/ AND THE LEGS ARE KAPUT...

PB/ WE'RE DEAD IN THE WATER.

Action:

- PB TURNS AND LOOK OVER HER SHOULDER.

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

1014/151

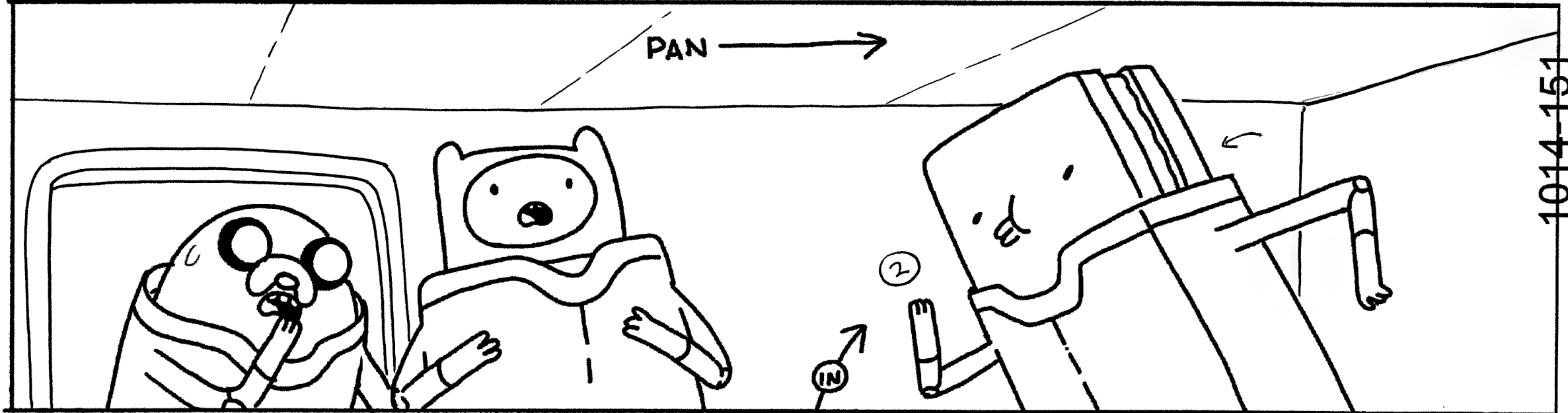
# ADVENTURE TIME



Page 96

Sc. 70 Pnl. A Bq. day night

PAN →



1014/151

Dialog:

JAKE/[GASP!]

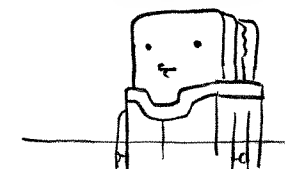
JAMES/VVVV

Action:

— JAMES ROBOTS INTO FRAME.

①

Timing:



Production :

STOP

1014/151

1014/151

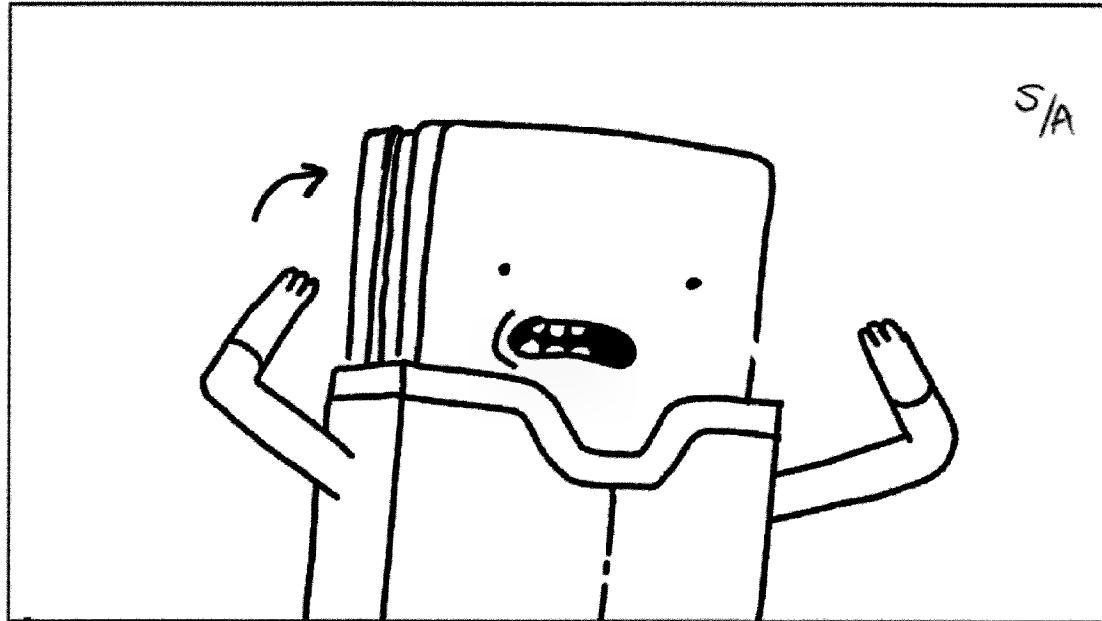
1014/151  
START

# ADVENTURE TIME

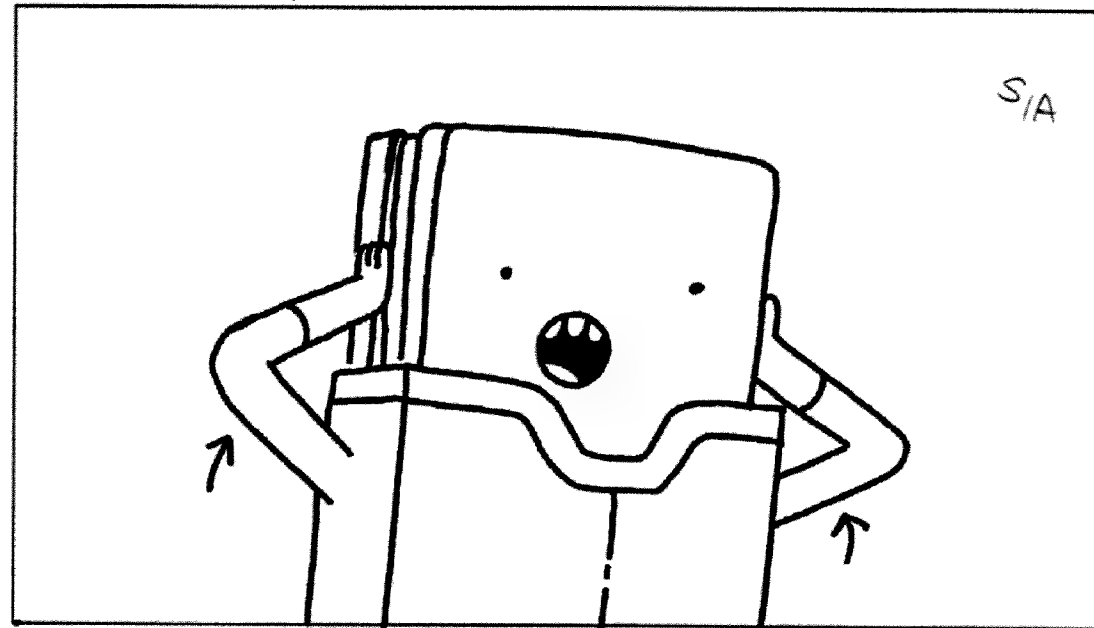


Page **97**

Sc. **70 cont** Pnl. **B** Bg. day night



Sc. **70 cont** Pnl. **C** Bg. day night



Dialog:

JAMES / CHK

JAMES / AWOOGA!

Action:

- JAMES GRABS HIS HEAD

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

1014/151

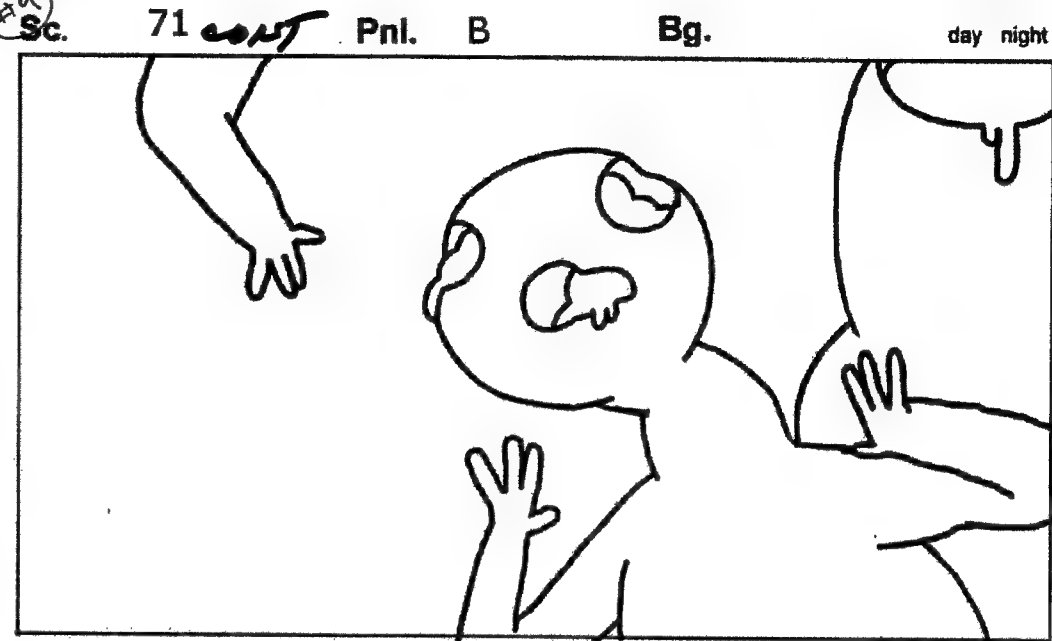
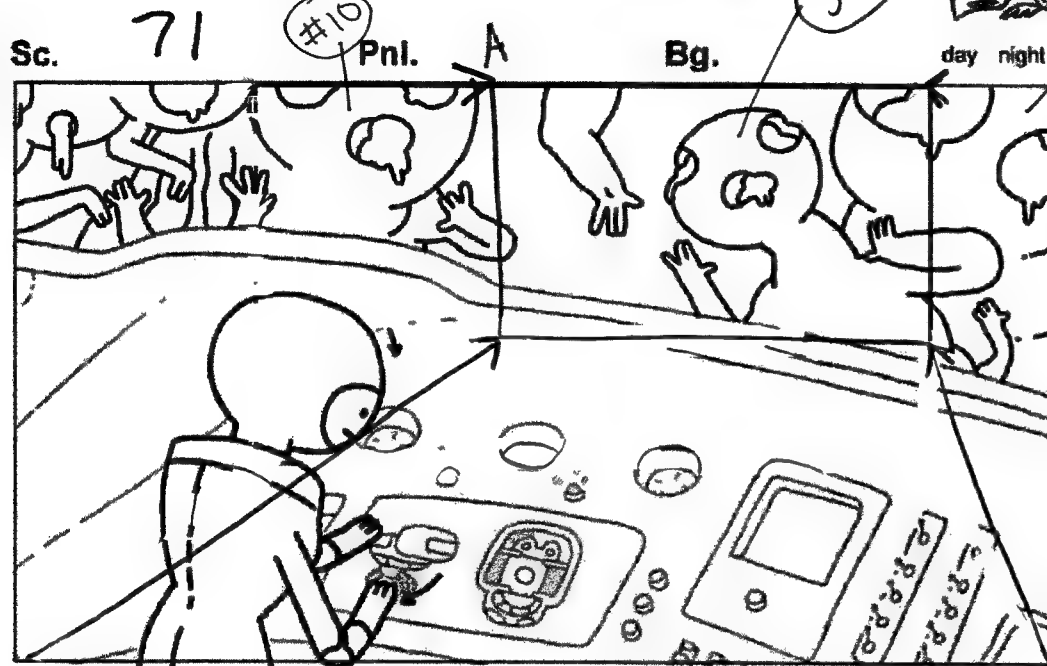


# ADVENTURE TIME



REVISED  
07/25/13

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Dialog:

Action:

- PB GOES BACK to studying Panel.

GOO CREATURE REARS BACK IT'S HEAD.

JUN 27 2011

Timing:

1014-151

EPISODE #

1014/151

Production :

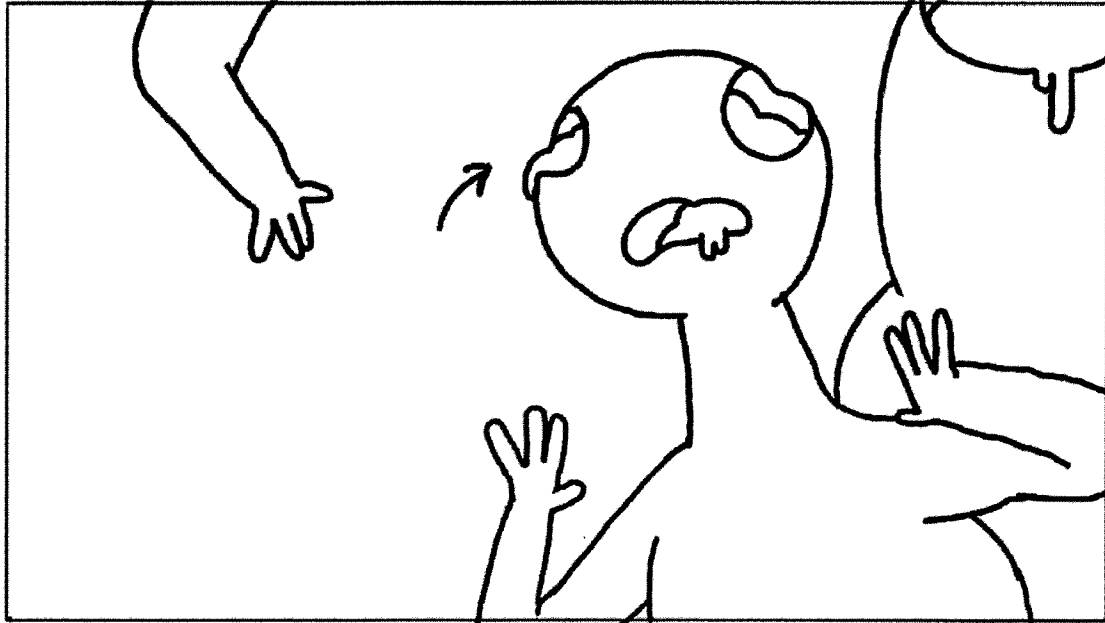
1014/151

# ADVENTURE TIME

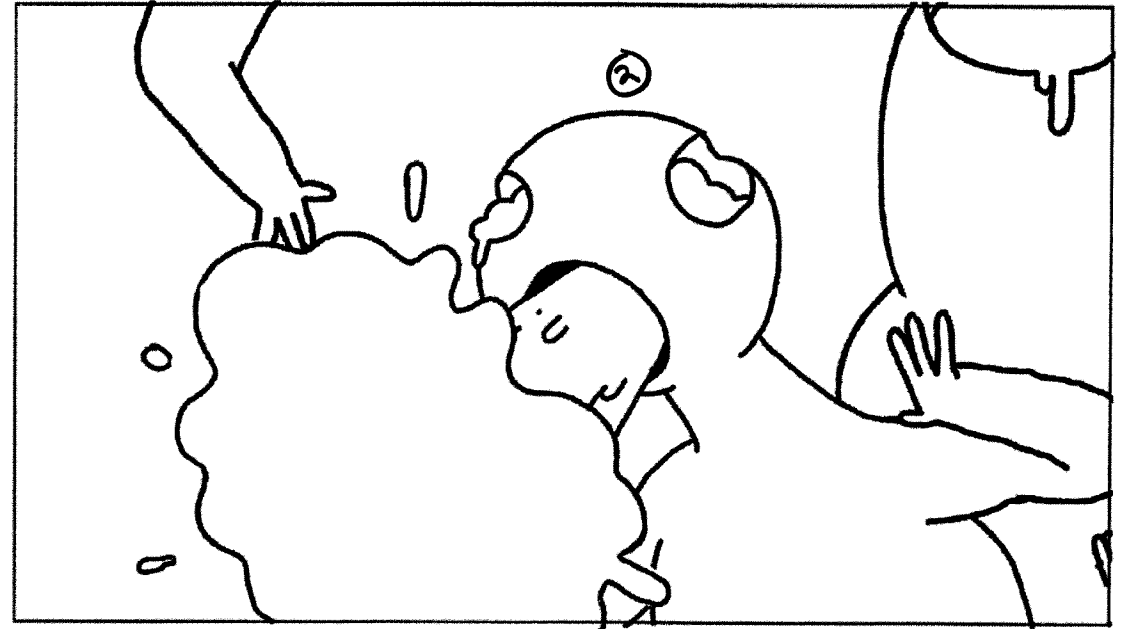


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Sc. 71 *CONT* Pnl. C Bg. day night



Sc. 71 *CONT* Pnl. D Bg. day night



1014-151

EPISODE #

1014/151

Dialog:

Action:

CREATURE REARS BACK IT'S HEAD.

Timing:

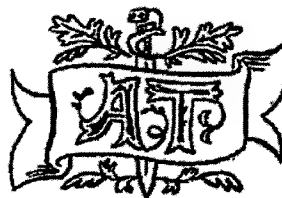
SEX / vomit

JUN 27 2013



Prodc.

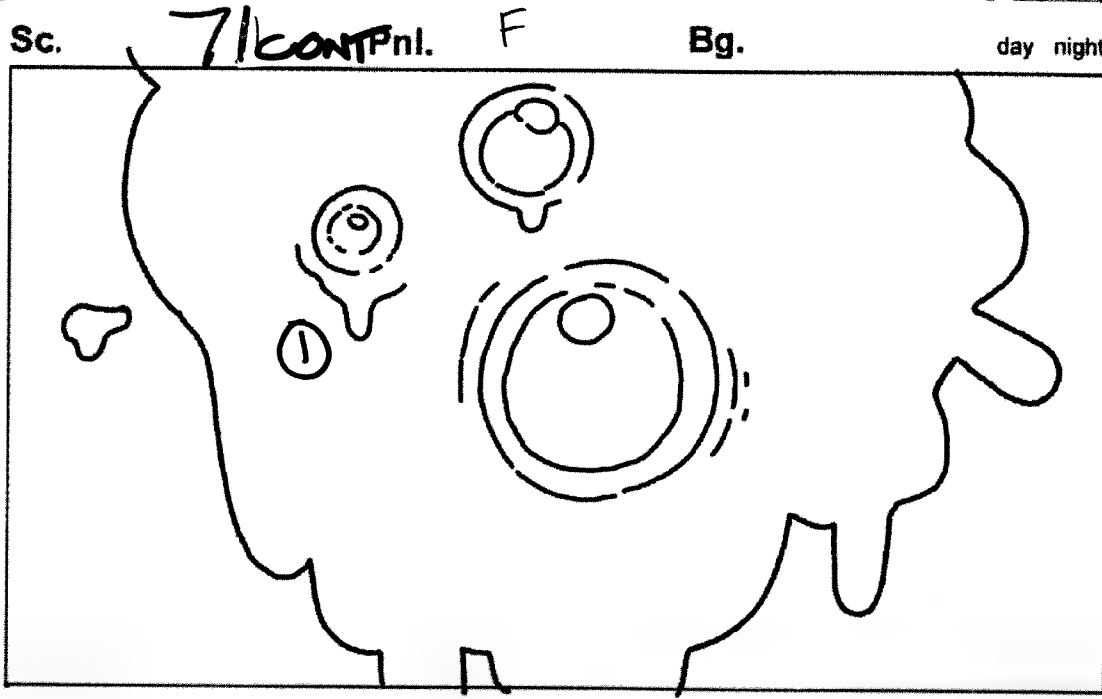
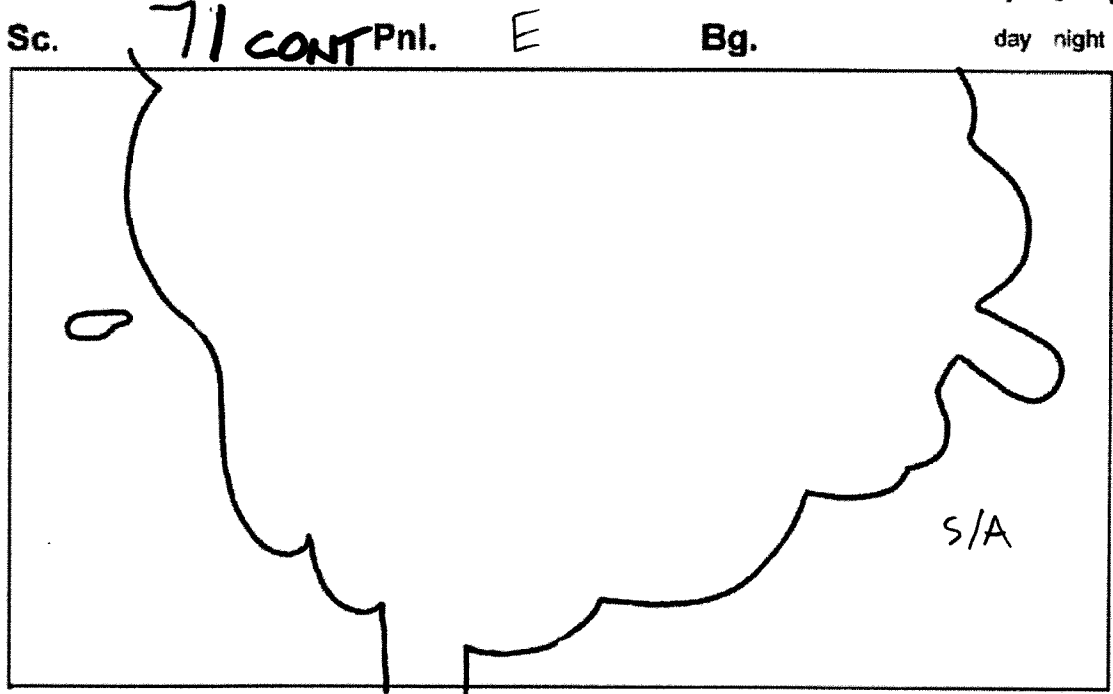
1014/151



NO SC'S  
72-73

ADVENTURE TIME

Page 100



Dialog:

Action: CLOSE UP OF VOMIT DRIPPING.

Timing:



EPISODE # 1014-151

1014/151

JUN 27 2013

1014/151

1014/151

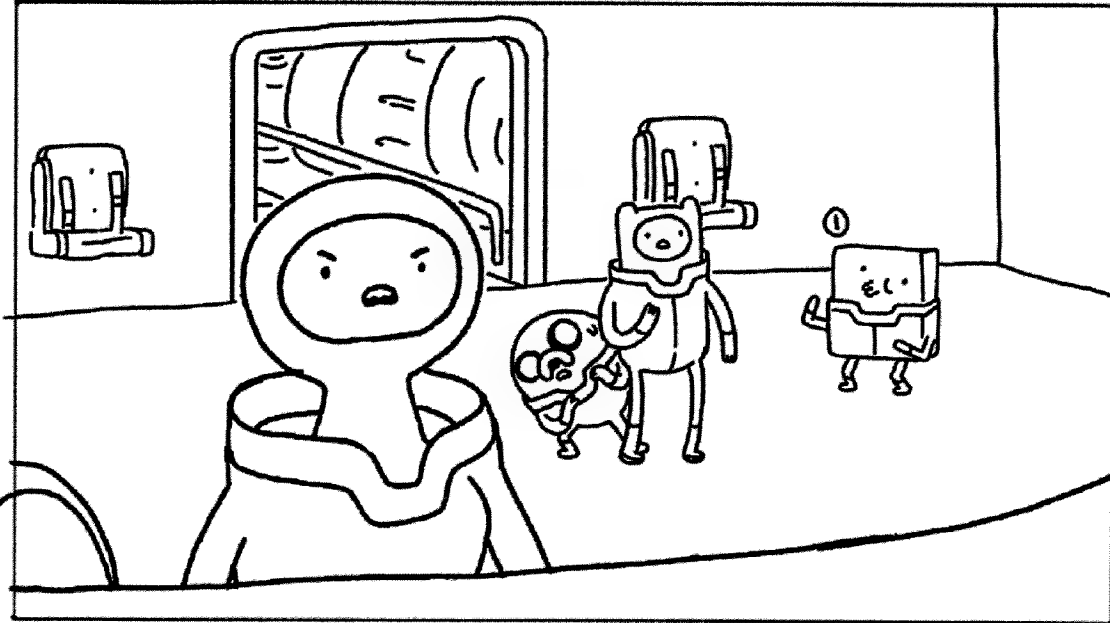
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# ADVENTURE TIME

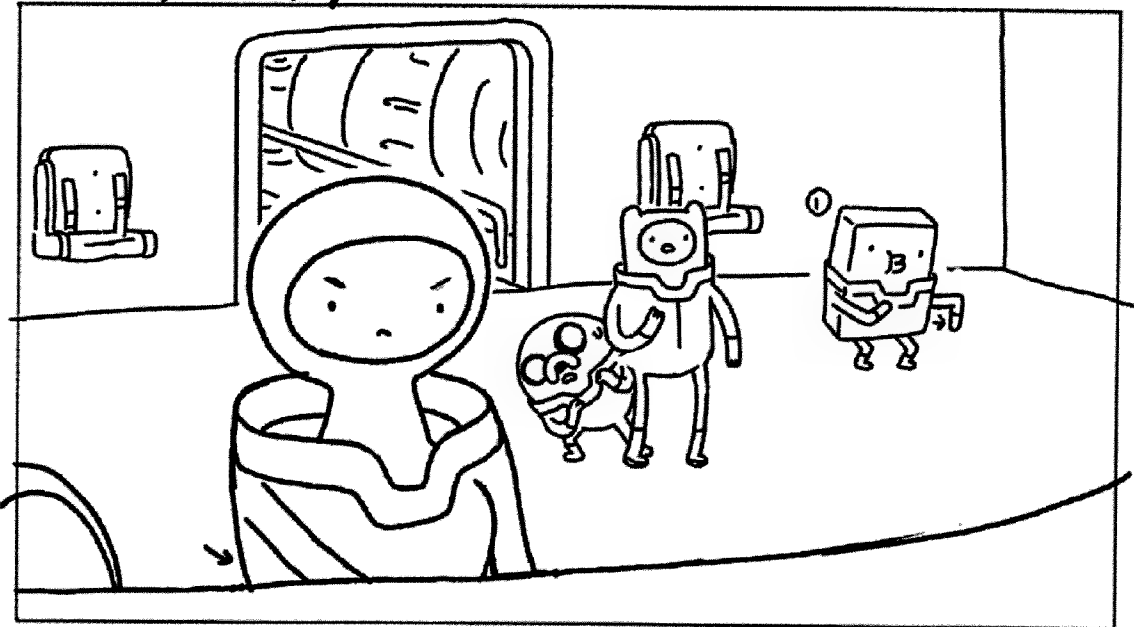


Page 101

Sc. 74 Pnl. A Bg. day night



Sc. 74 cont Pnl. B Bg. day night



Dialog:

PB/ YUCK! C'MON, MANNERS.

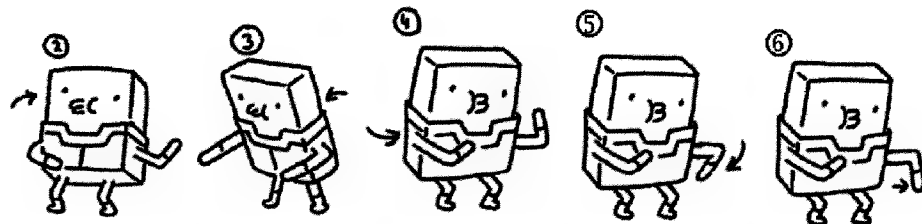
JAMES/ Vrt, Vrt, Vrt

JAMES/ Vrt, Vv, Vv, Vv

Action:

PB REACHES TOWARDS BUTTONS.

Timing:



JAMES DOES THE ROBOT.  
PLEASE USE ROBOTIC MOVEMENTS.

JUN 27 2

1014-151

EPISODE #

1014/151

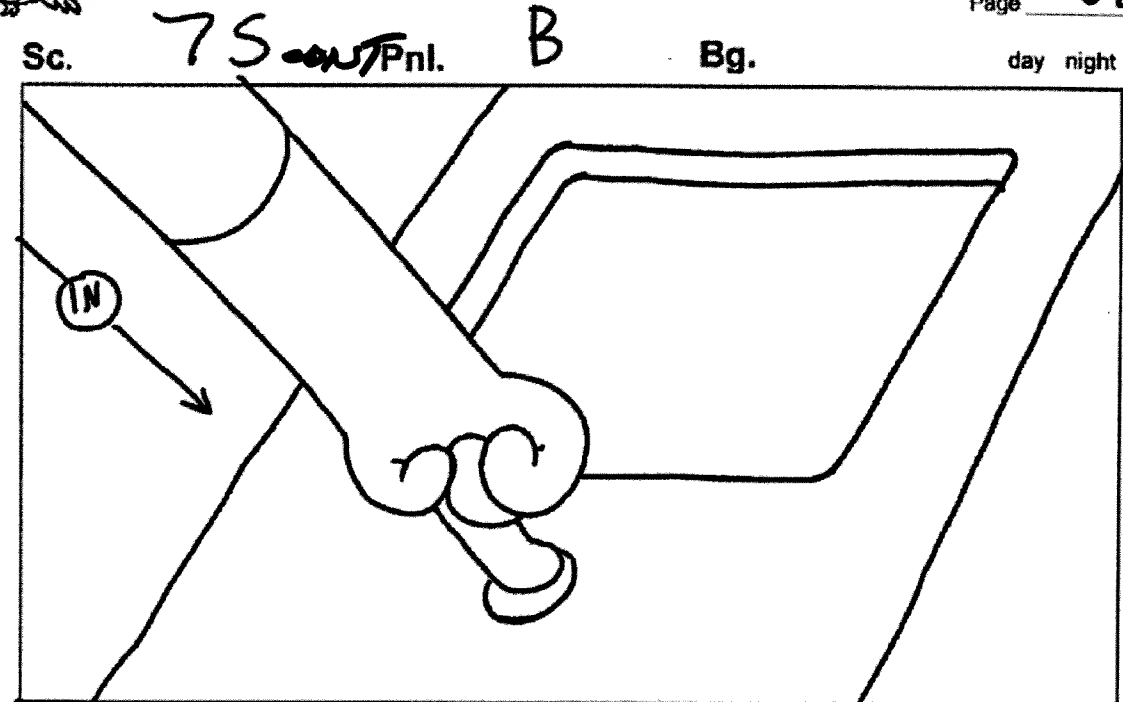
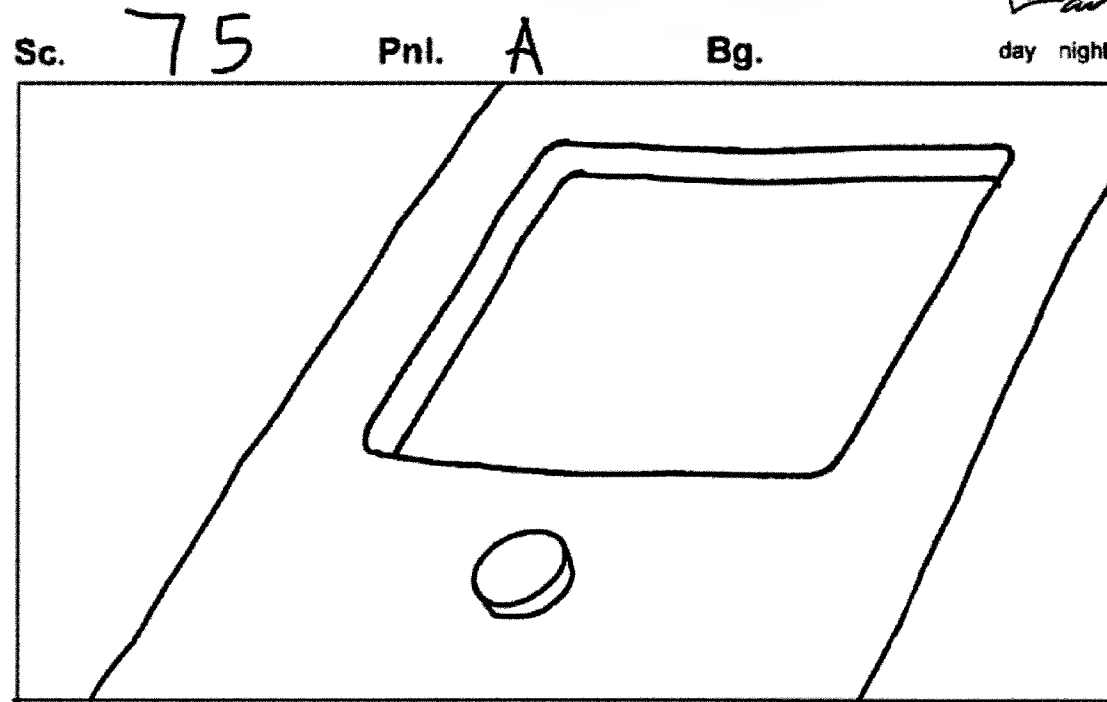
Production :

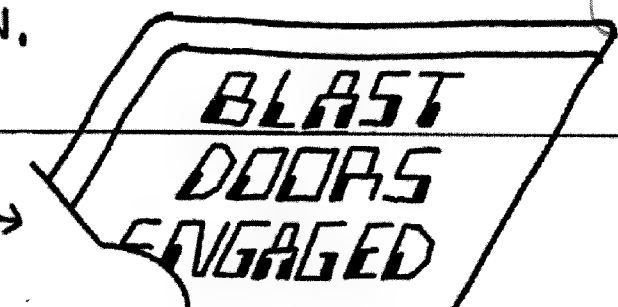
1014/151

# ADVENTURE TIME



Page 102



Dialog:	SEX/ BLOOP
Action:	- PB PUSHES BUTTON.
Timing:	DISPLAY READS →  2

JUN 27 2013

EPISODE # 1014-151

1014/151

Production :

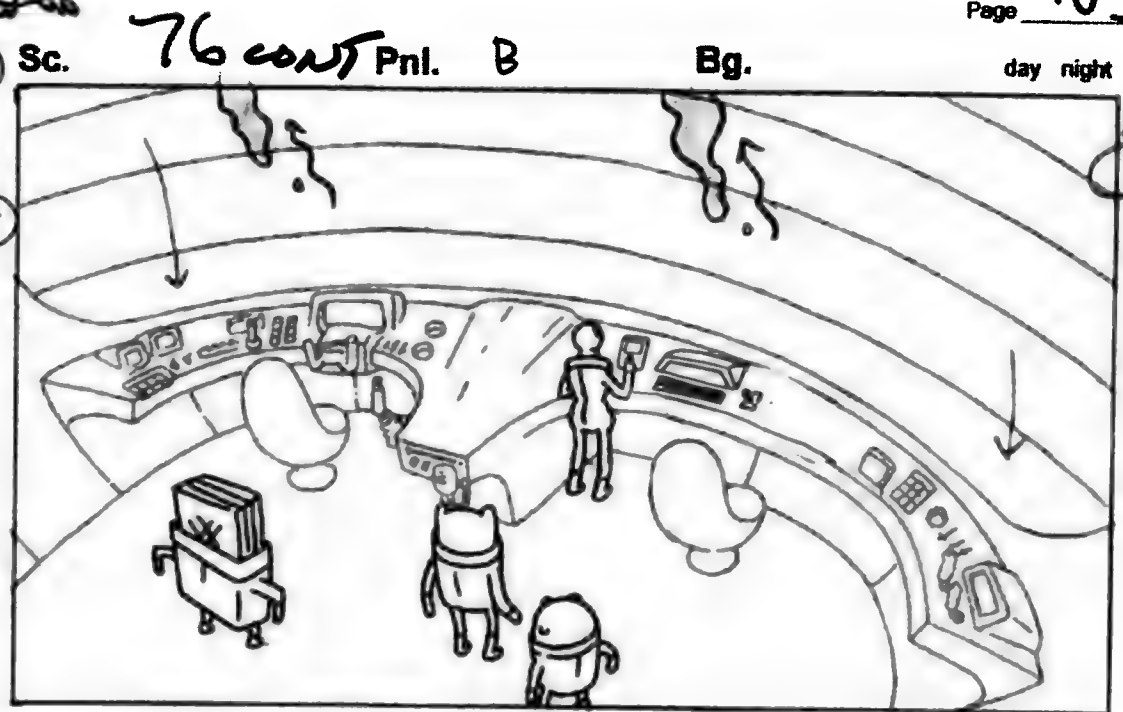
1014/151

# ADVENTURE TIME



REVISED  
07/23/13

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Dialog:

Action:

Timing:



BLAST SHIELDS CLOSE.

JUN 27

Produ

1014-151

EPISODE #

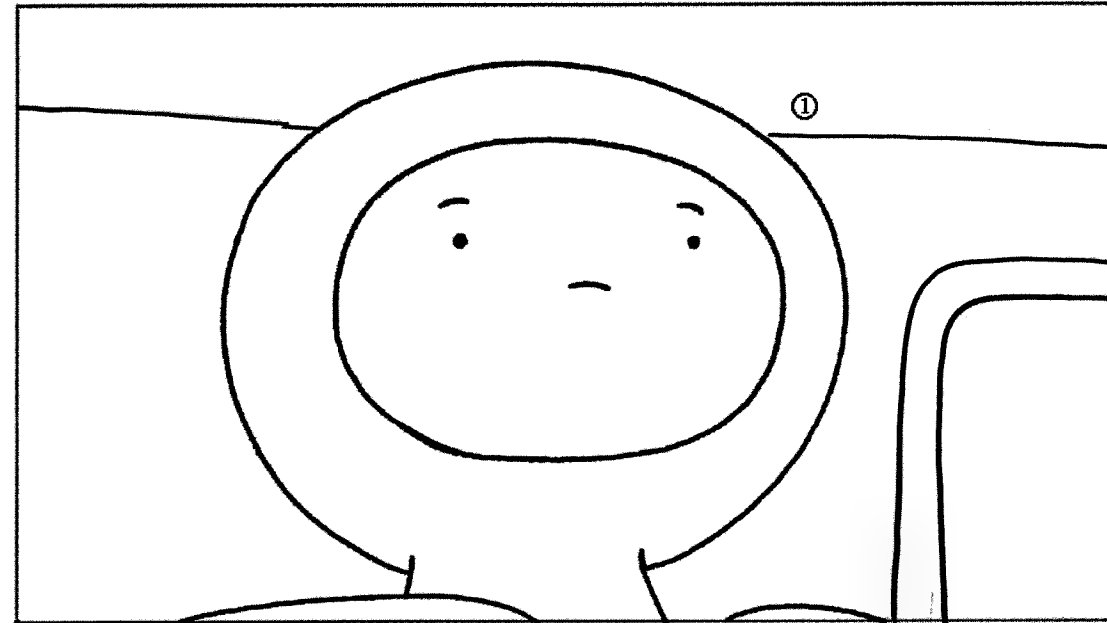
1014/151

# ADVENTURE TIME

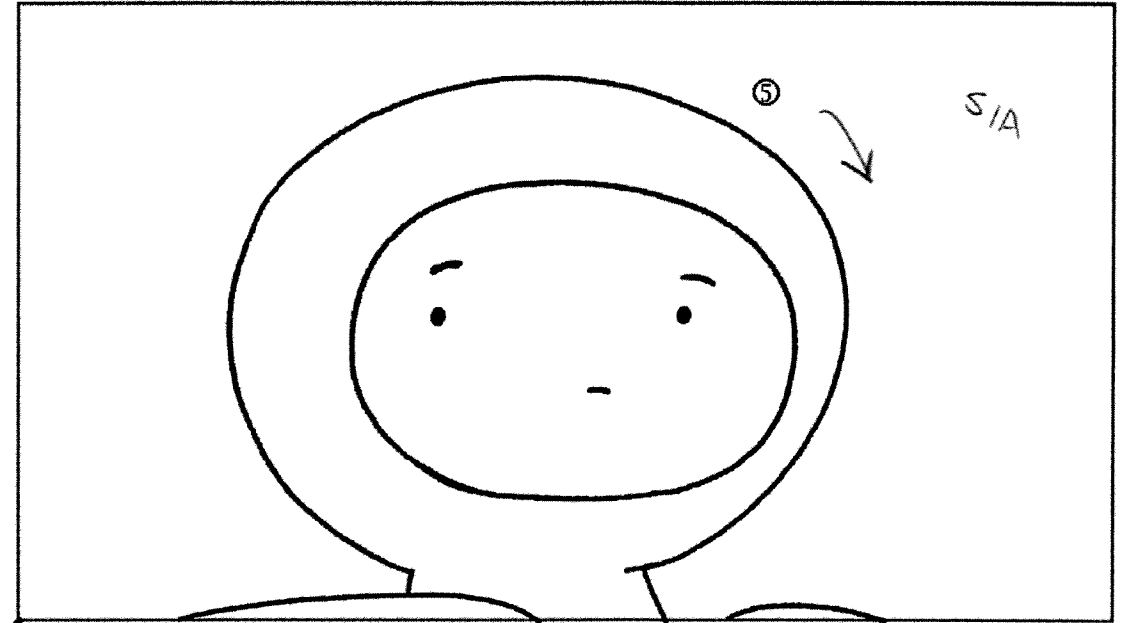


Page 104

Sc. 77 Pnl. A Bg. day night



Sc. 77 cont Pnl. B Bg. day night



Dialog:  
 PB: <sup>2</sup>Gotta --  
 PB/ -- <sup>3</sup>brain out the <sup>4</sup>situation <sup>5</sup>

Action:  
 - PB CALCULATES THEIR SITUATION IN HER HEAD.  
 - PB'S EYES DART AROUND  
 JUN 27 2013



EPISODE # 1014-151

1014/151

Production :

1014/151 <sup>(BI)</sup>

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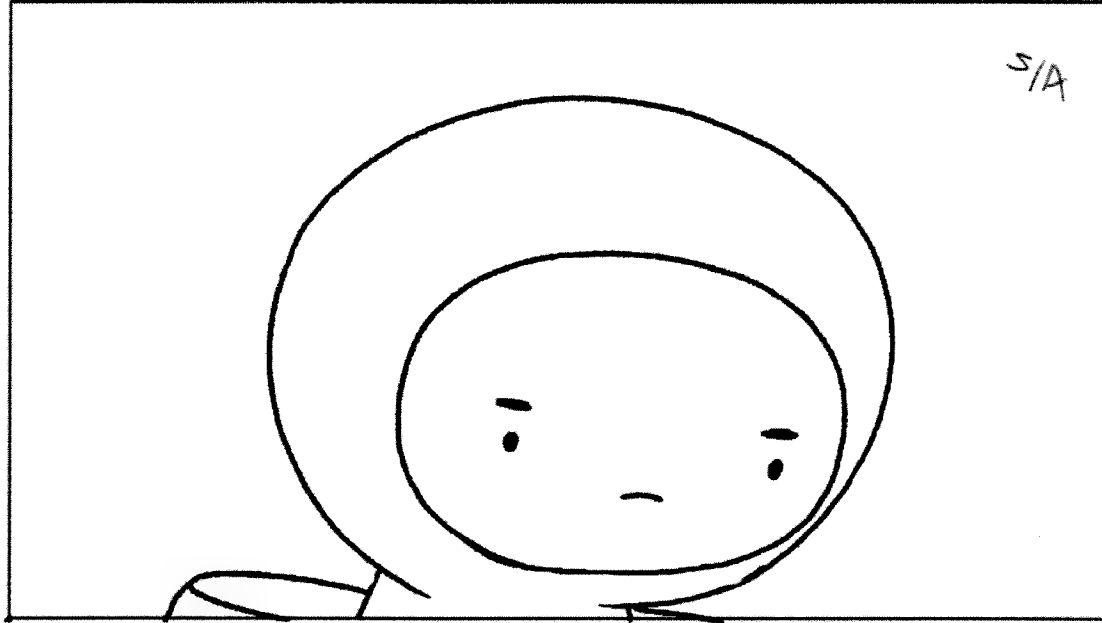
1014/151

ADVENTURE TIME

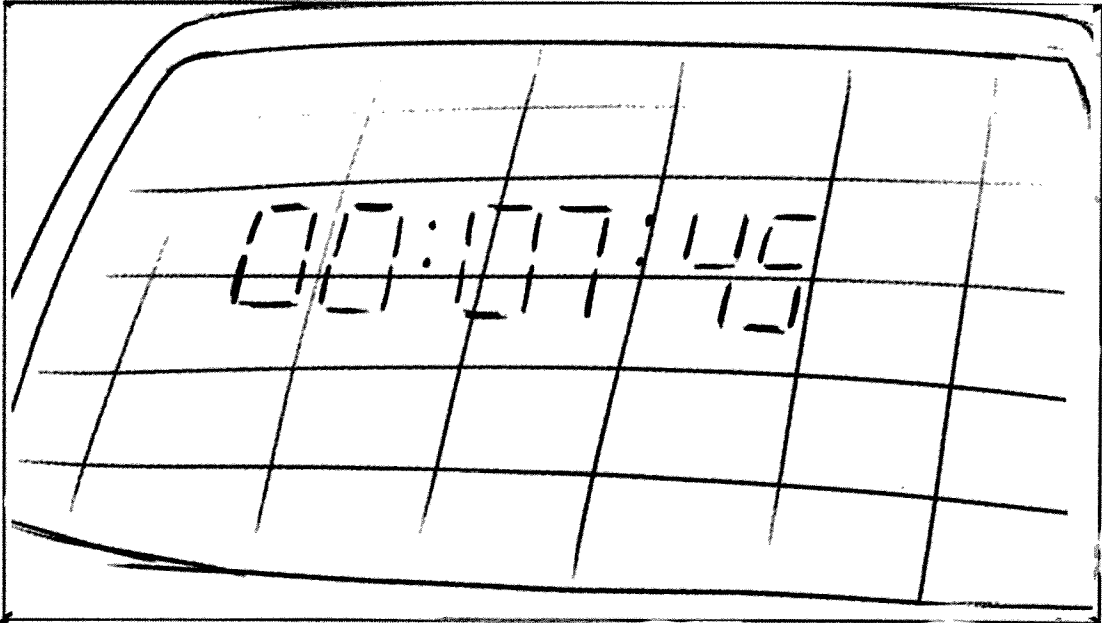


Page 105

Sc. 77 CONT Pnl. C Bg. day night



Sc. 78 Pnl. A Bg. day night



Dialog:	
SFX: * BOOP-BOOP-BOOP *	
JUN 27 2013	
Action:	- PB CALCULATES THEIR SITUATION IN HER HEAD.
	- COUNT DOWN CLOCK ON CONTROL PANEL. Please match to time code left in Episode.
Timing:	

1014-151  
EPISODE #  
Production :

1014/151

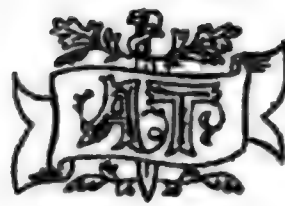
1014/151

1014/151

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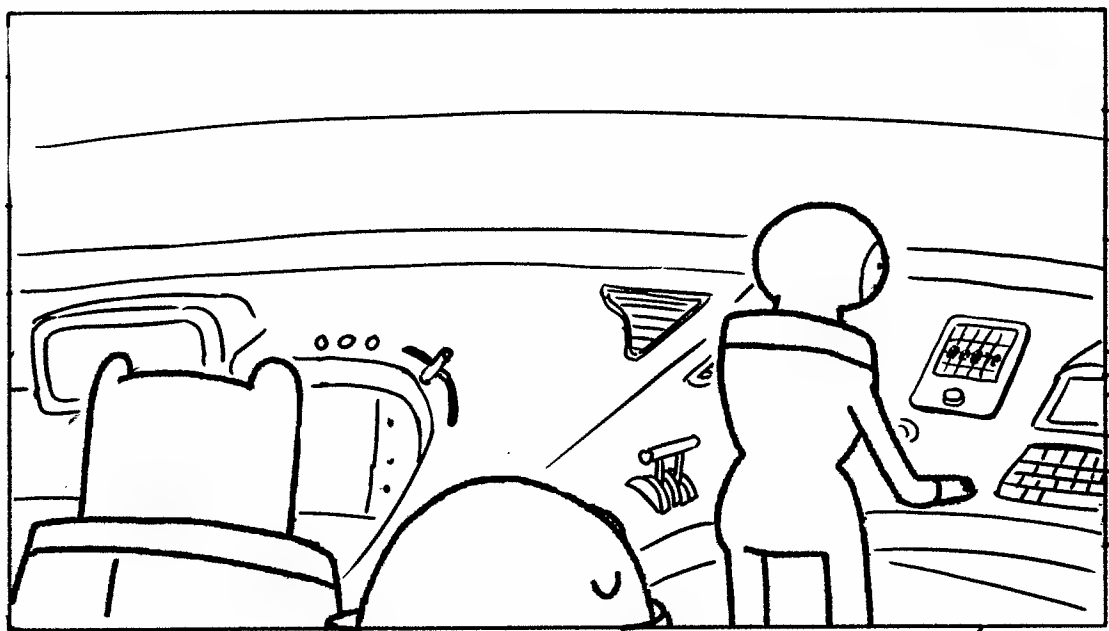
ADVENTURE TIME



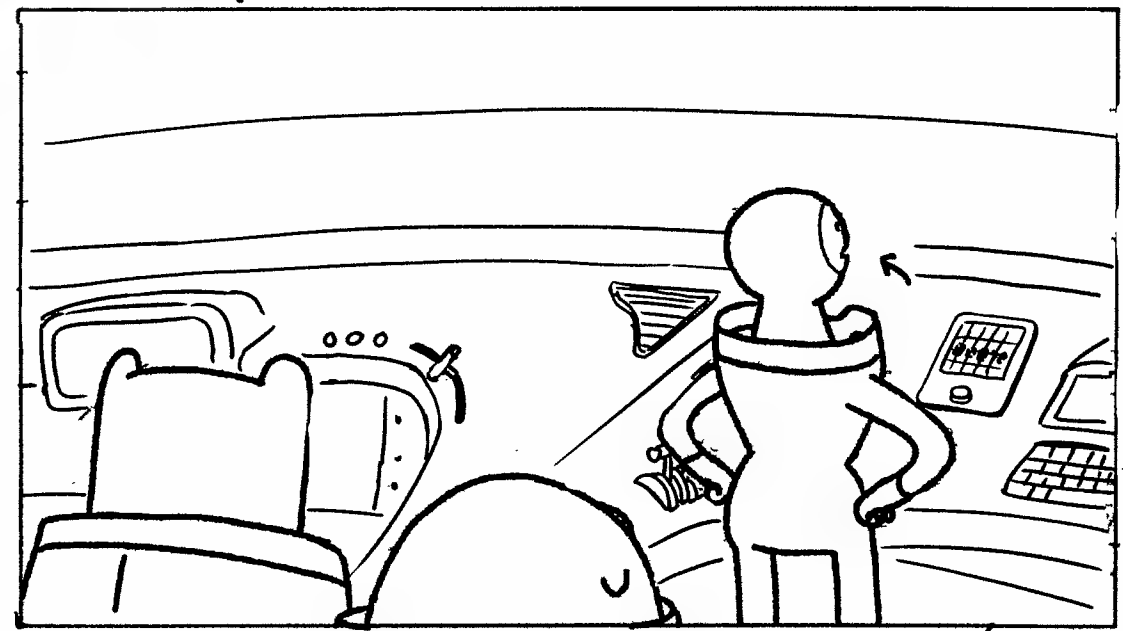
REVISED  
07/23/13

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Sc. 79 Pnl. A Bg. day night



Sc. 79 cont Pnl. B Bg. day night



Dialog:	PB: Those --	PB: --goo monsters will barf their way--
Action:	- PB STRAIGHTENS UP.	
Timing:		

JUN 27 2013

1014-151  
EPISODE #

Production :

1014/151

1014/151

1014/151

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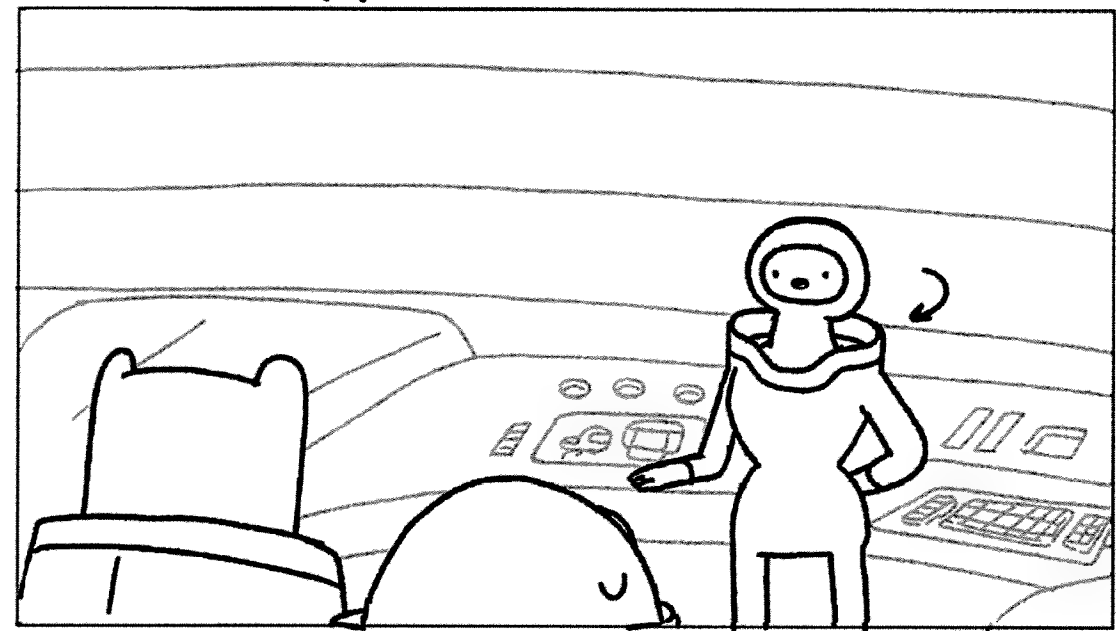
1014/151

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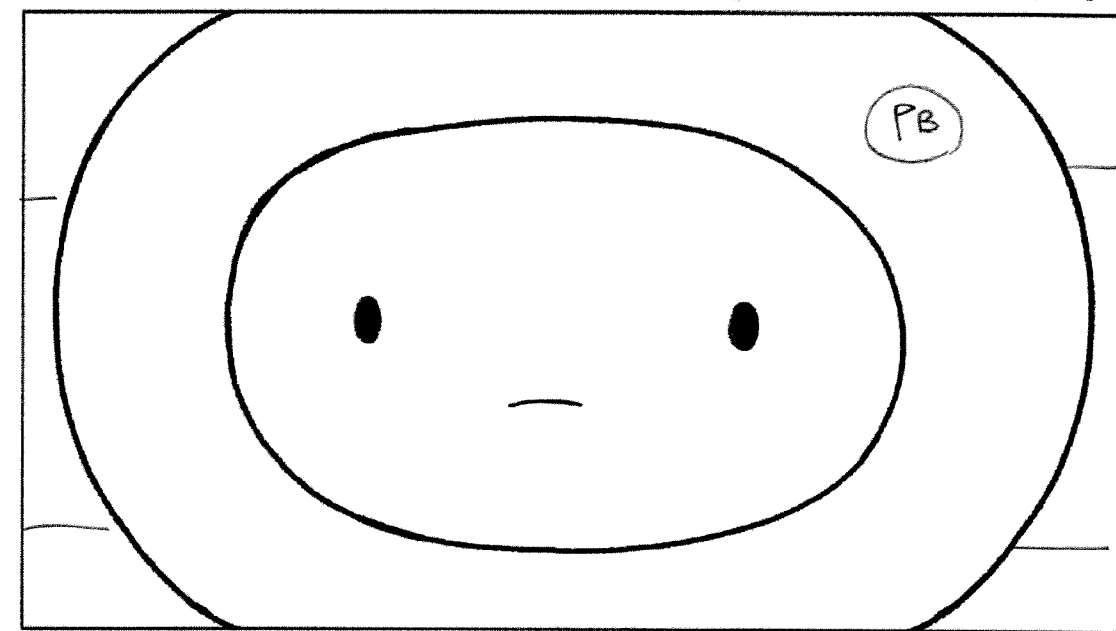
ADVENTURE TIME



Sc. 79 cont Pnl. C Bg. day night



Sc. 80 Pnl. A Bg. day night



Page 107  
1014 NEXT  
day night

Dialog:	PB: --through the hull in near minutes.
Action:	- PB TURNS AROUND
Timing:	

JUN 27 2013

EPISODE # 1014-151  
Production :

1014/151

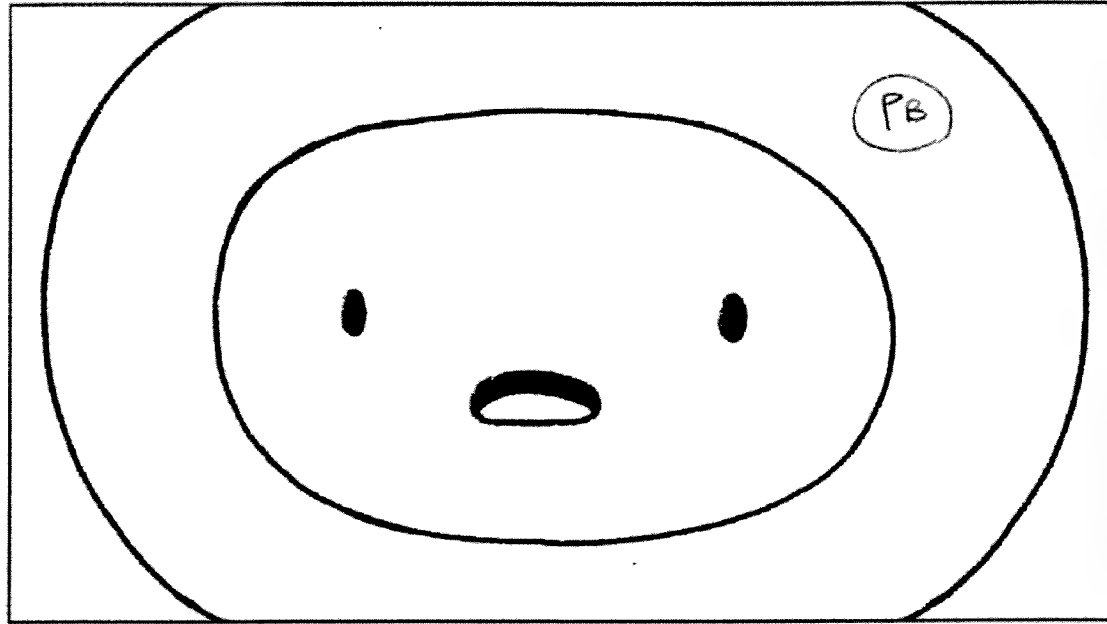
1014/151

# ADVENTURE TIME

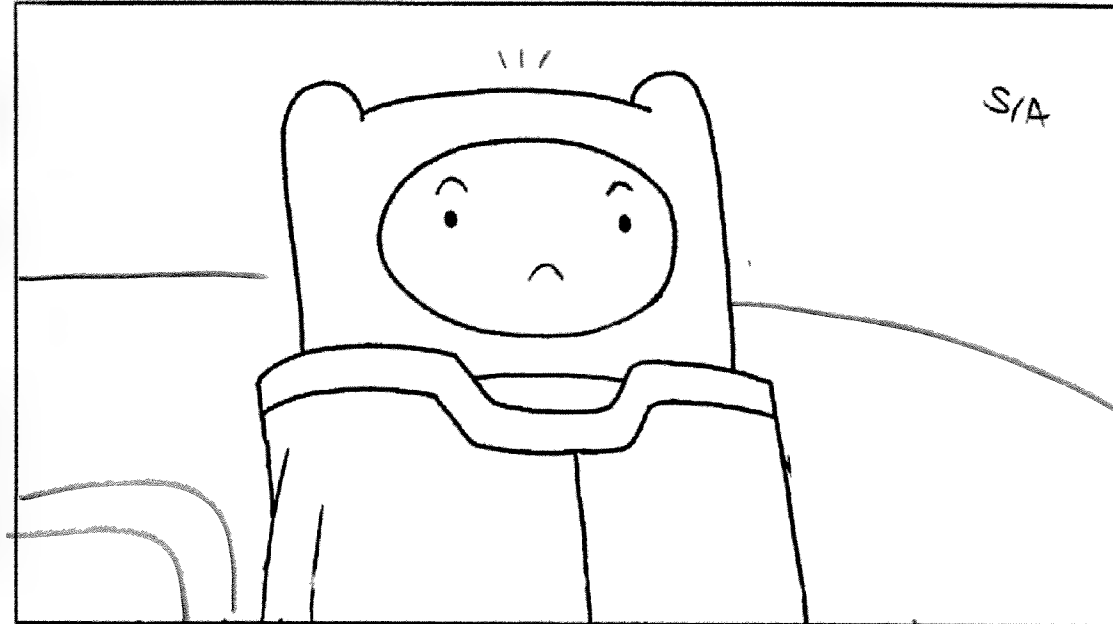


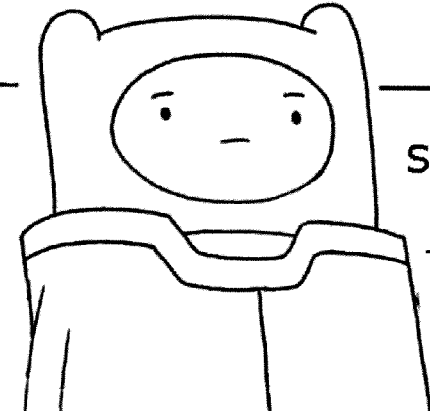
Page **107A**  
**108 NEXT**  
day night

Sc. **80 CONT** Pnl. **B** Bg. day night



Sc. **81** Pnl. **A** Bg. day night



Dialog:	<u>PB</u> : Finn, what should we do?
Action:	<p>-FINN IS A LITTLE SURPRISED HE'S BEING ASKED</p> <p>-ACCENT LINES POP OFF FINN'S HEAD</p>
Timing:	 <p>JUN 27 2013</p> <p>S.P.</p>

1014-151

EPISODE #

1014/151

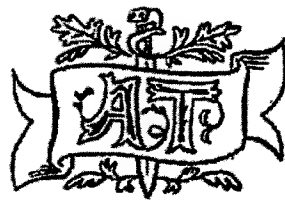
Production :

1014/151

1014/151

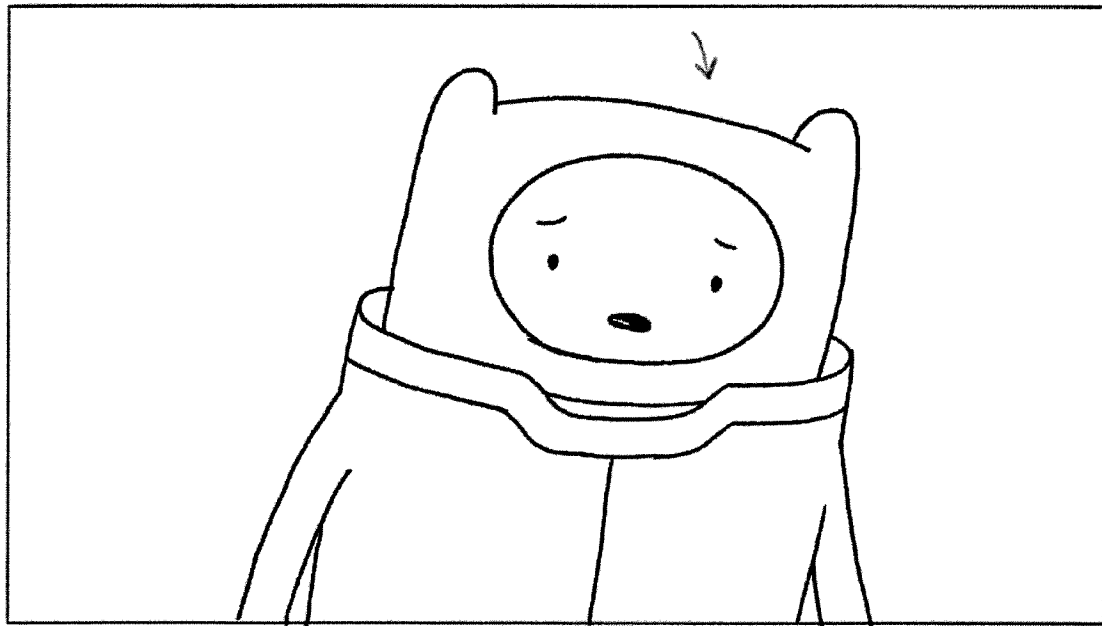
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ADVENTURE TIME

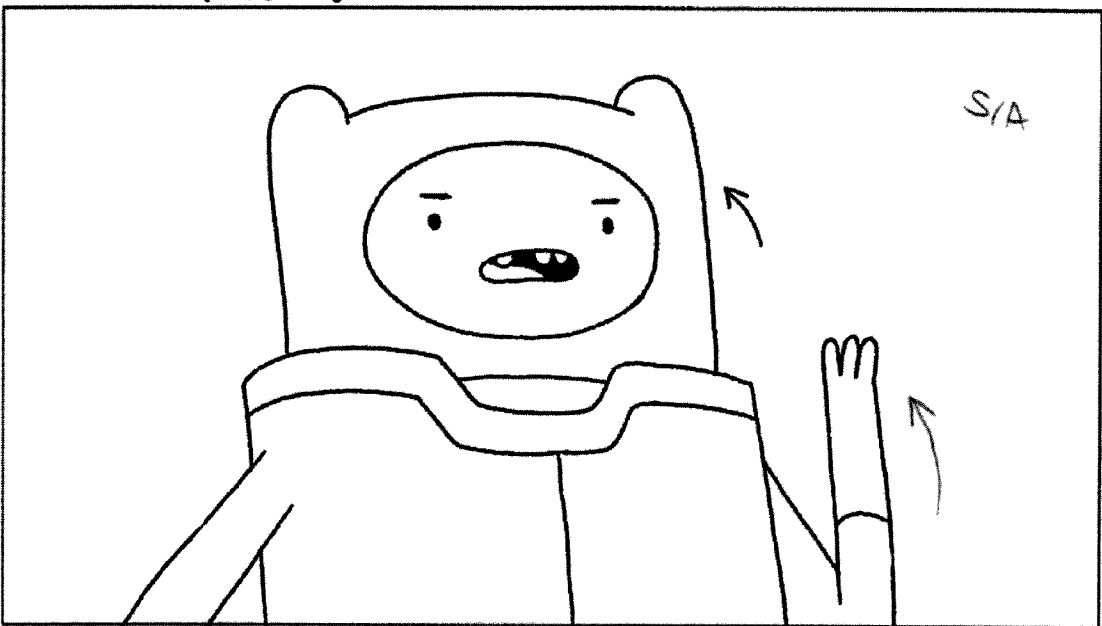


Page 108

Sc. 81 CONT Pnl. B Bg. day night



Sc. 81 CONT Pnl. C Bg. day night



Dialog:	
<u>F/</u> Um...	<u>F/</u> LET'S RADIO FOR HELP!
Action:	
JUN 27 2013	
Timing:	

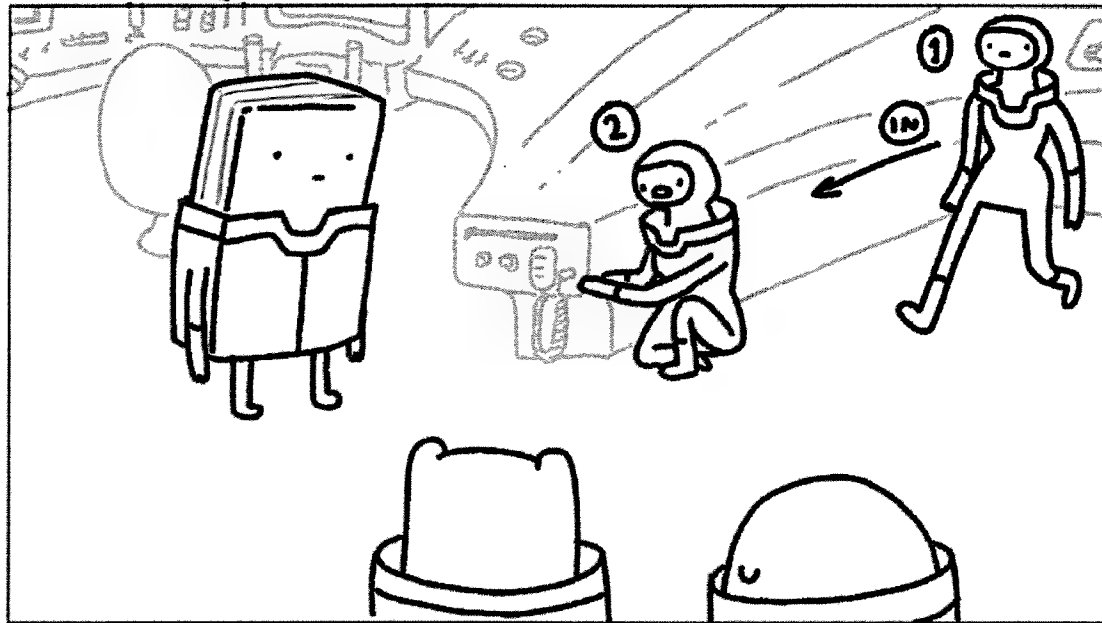
1014-151  
EPISODE #  
Production :

# ADVENTURE TIME

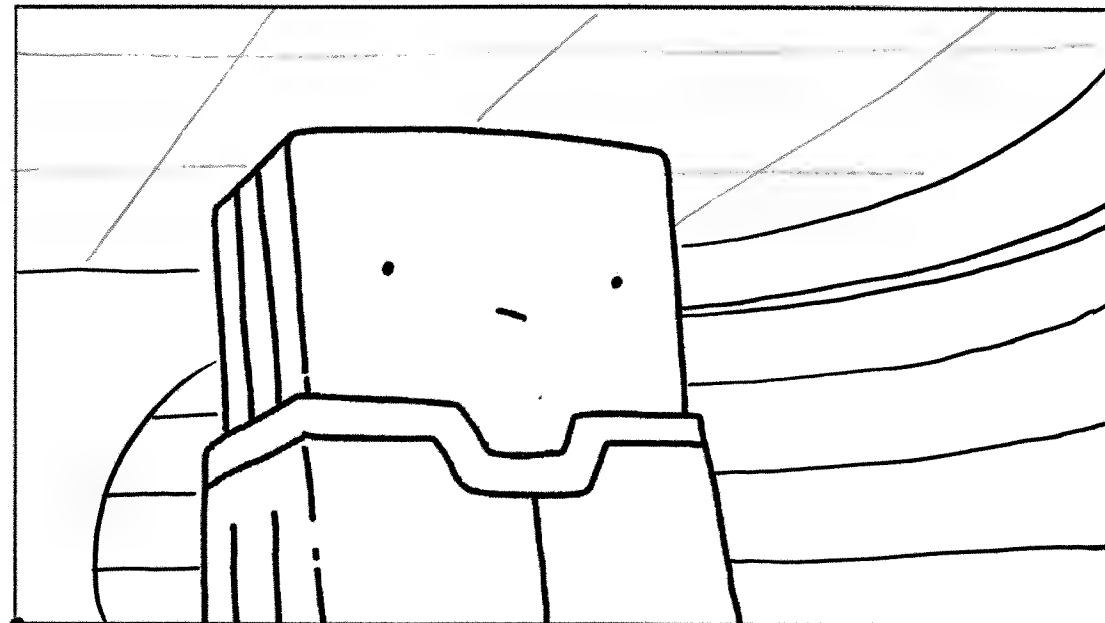


Page 109

Sc. 82 Pnl. A Bg. day night



Sc. 83 Pnl. A Bg. day night



Dialog:

PB/

① GOOD IDEA... ② BUT LOOKS LIKE  
THE RADIO'S KERFLOWED.

Action:

-PB WALKS OVER TO RADIO.

Timing:

JUN 27 2013

1014-151

EPISODE #

1014/151

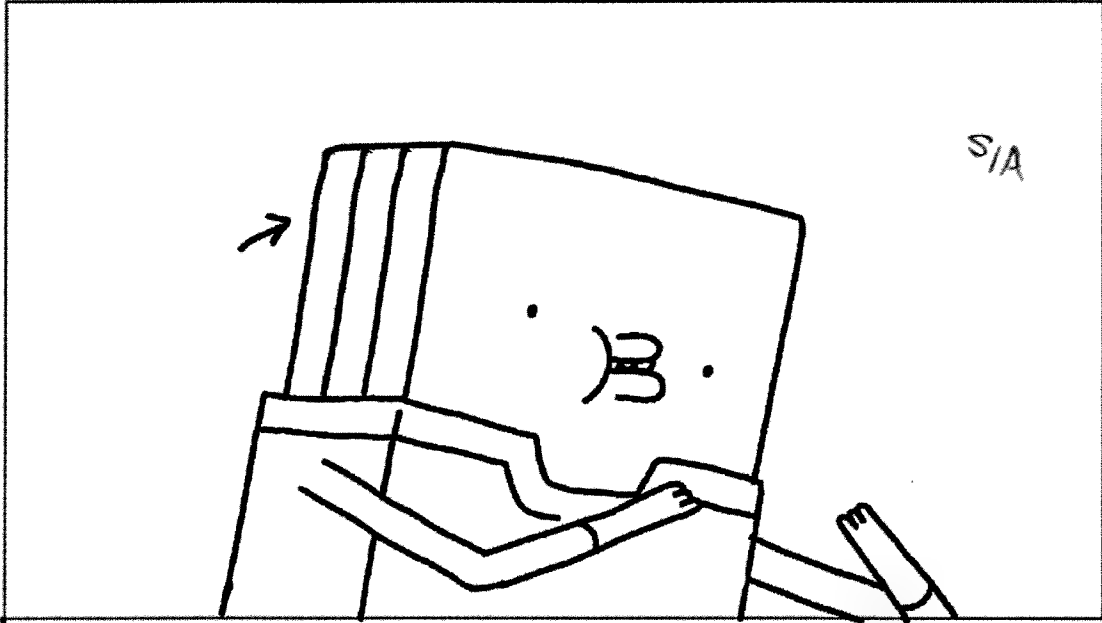
Production :

1014/151

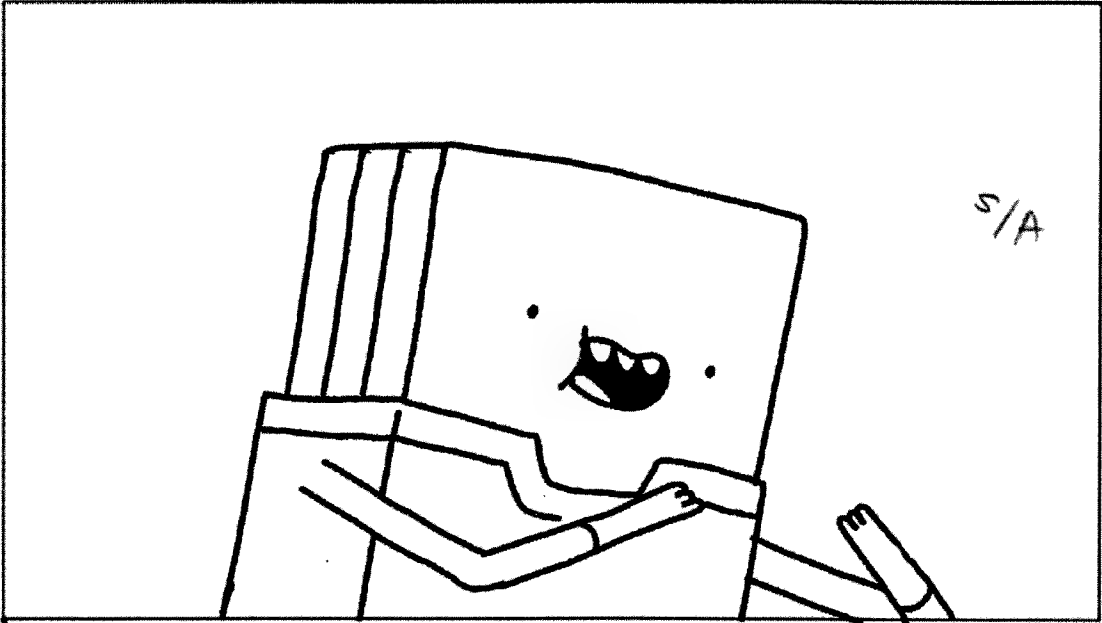
ADVENTURE TIME



Sc. 83 *cont* Pnl. B Bg. day night



Sc. 83 *cont* Pnl. C Bg. day night



Dialog:	<u>JAMES</u> / VRRRT	James/ I can fix that radio.
Action:		
Timing:	JUN 27 2013	

1014-151

EPISODE #

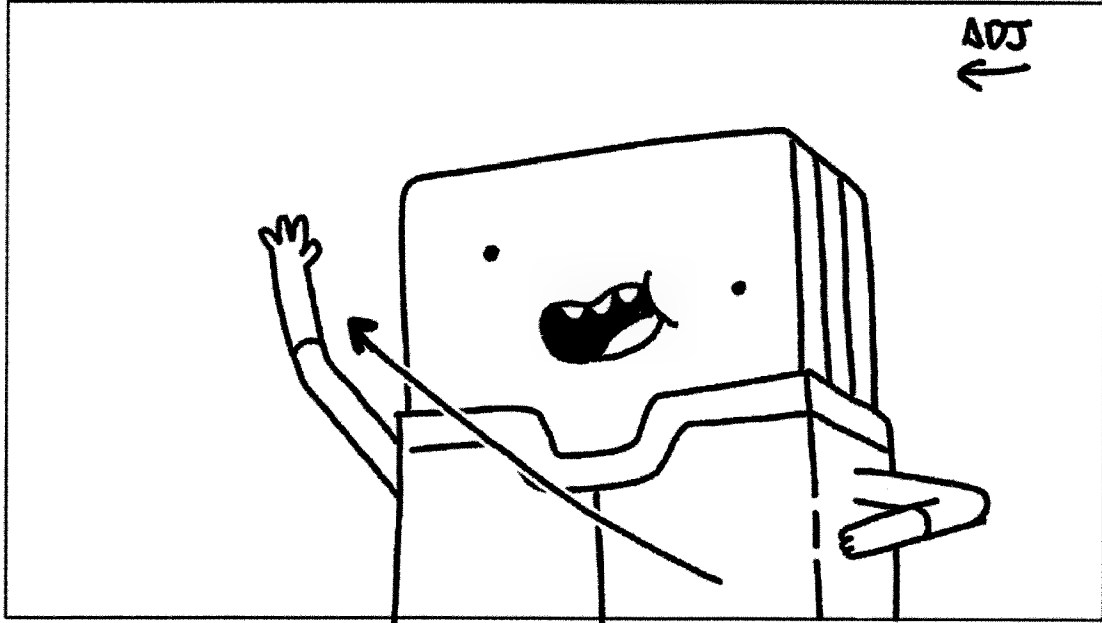
1014/151

Production :

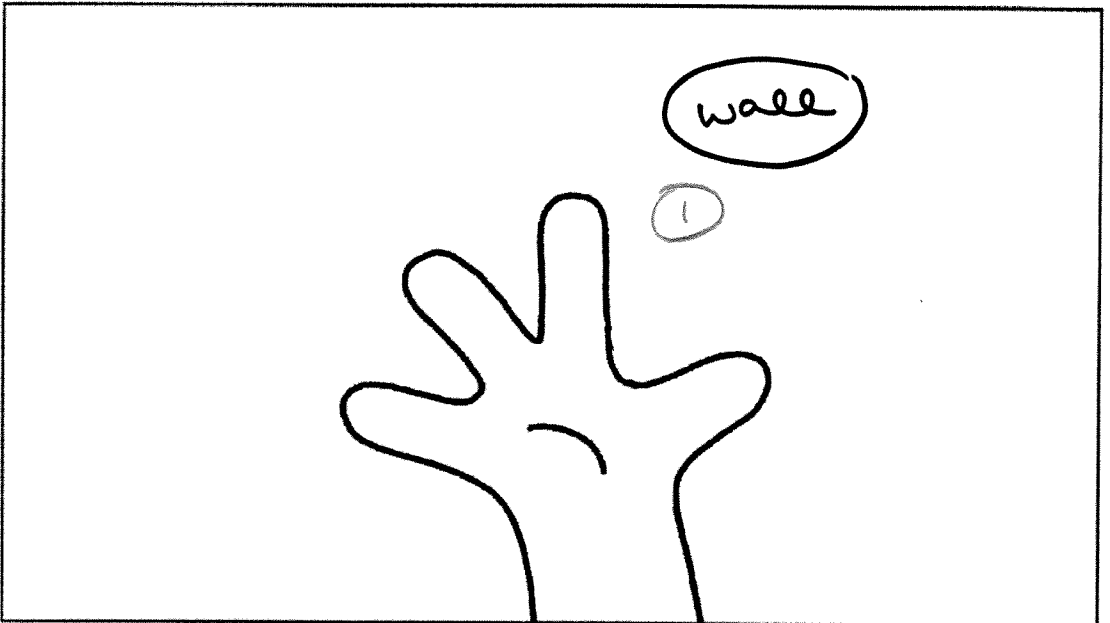
ADVENTURE TIME



Sc. 83 cont Pnl. D Bg. day night



Sc. 84 Pnl. A Bg. day night



Dialog: J/ MWARRRRR JAMES/ BRRRING.

Action: - J. RAISES HAND DRAMATICALLY. - JAMES FINISHES HIS HAND.

Timing:

JUN 27 2013



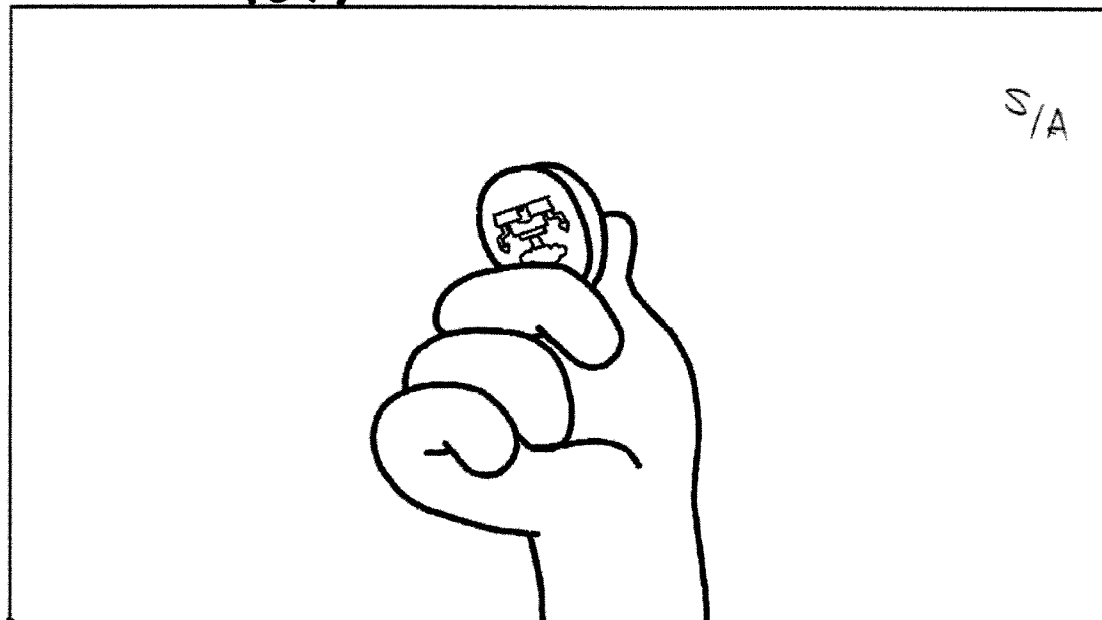
1014-151 EPISODE #

# ADVENTURE TIME

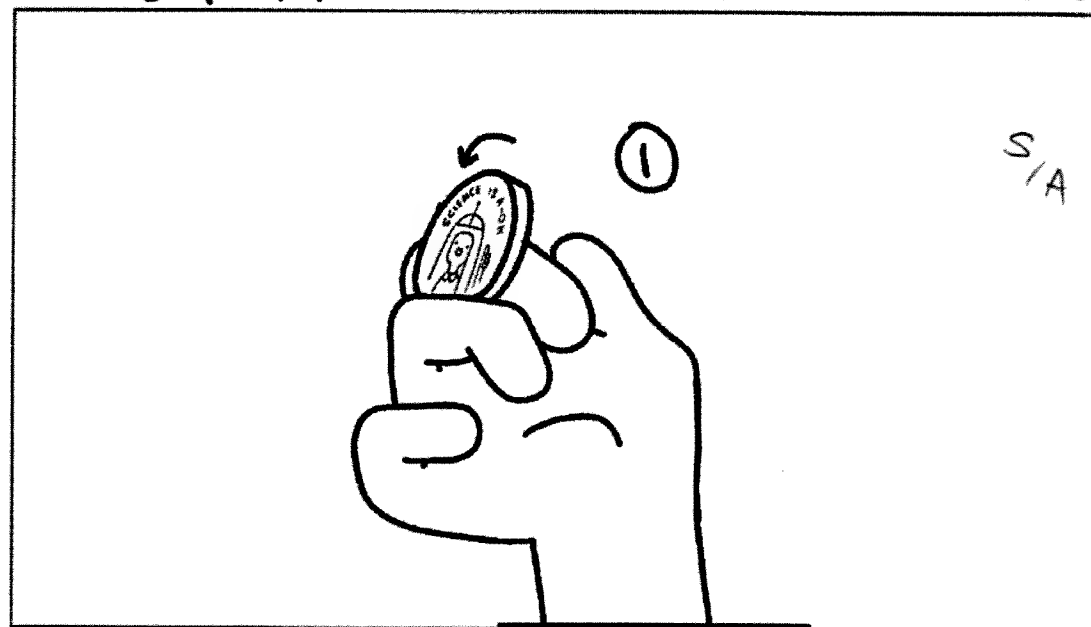


Page 112

Sc. 84 cont Pnl. B Bg. day night



Sc. 84 cont Pnl. C Bg. day night

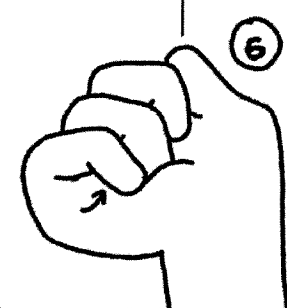


Dialog:

SFX / DING.

Action:

- JAMES PRODUCES A COIN.



COIN GOES INTO HAND.

Timing:

- JAMES ROLLS COIN DOWN HIS HAND.

JUN 27 2012

Produc

1014-151

EPISODE #

1014/151

1014/151

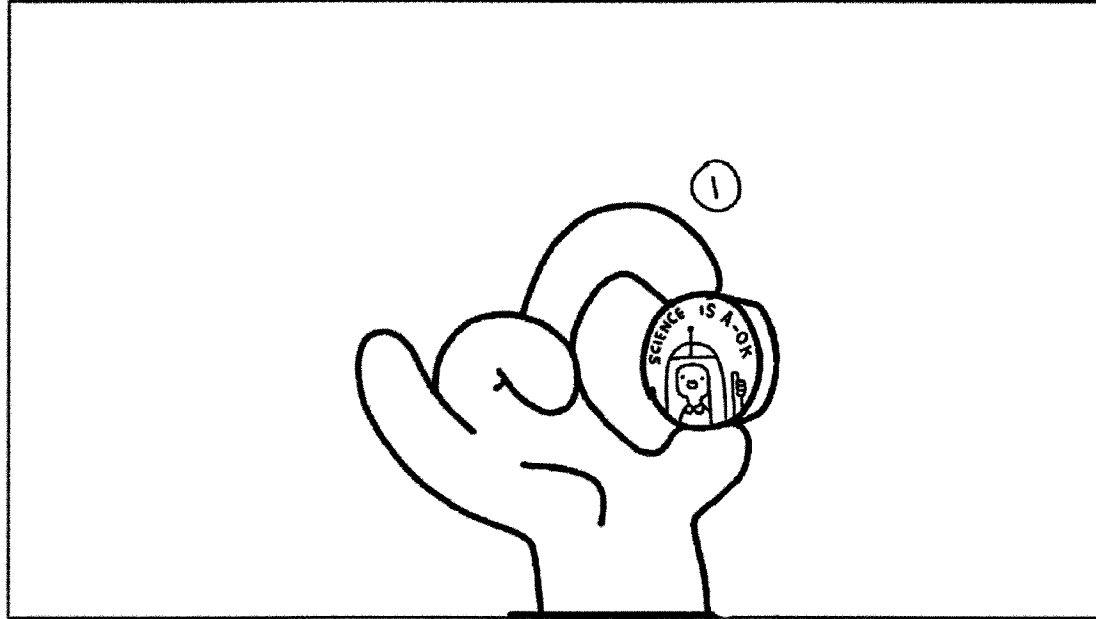


# ADVENTURE TIME

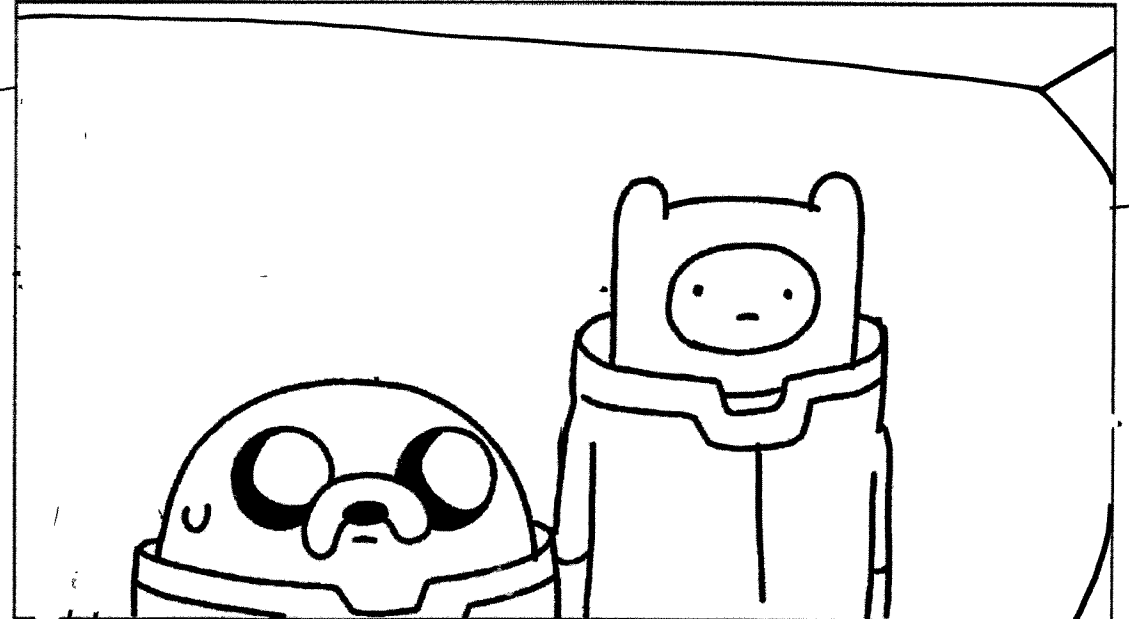


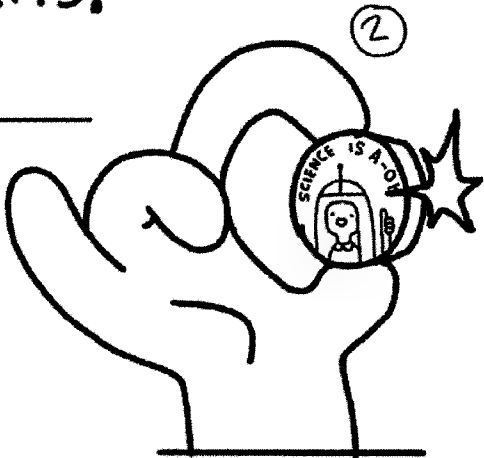
Page 113

Sc. 84 CONT Pnl. D Bg. day night



Sc. 85 Pnl. A Bg. day night



Dialog:	<u>JAMES / WITH THIS.</u>	<u>F &amp; J / ...</u>
Action:		
Timing:		

JUN 27 20.

1014-151

EPISODE #

1014/151

Production :

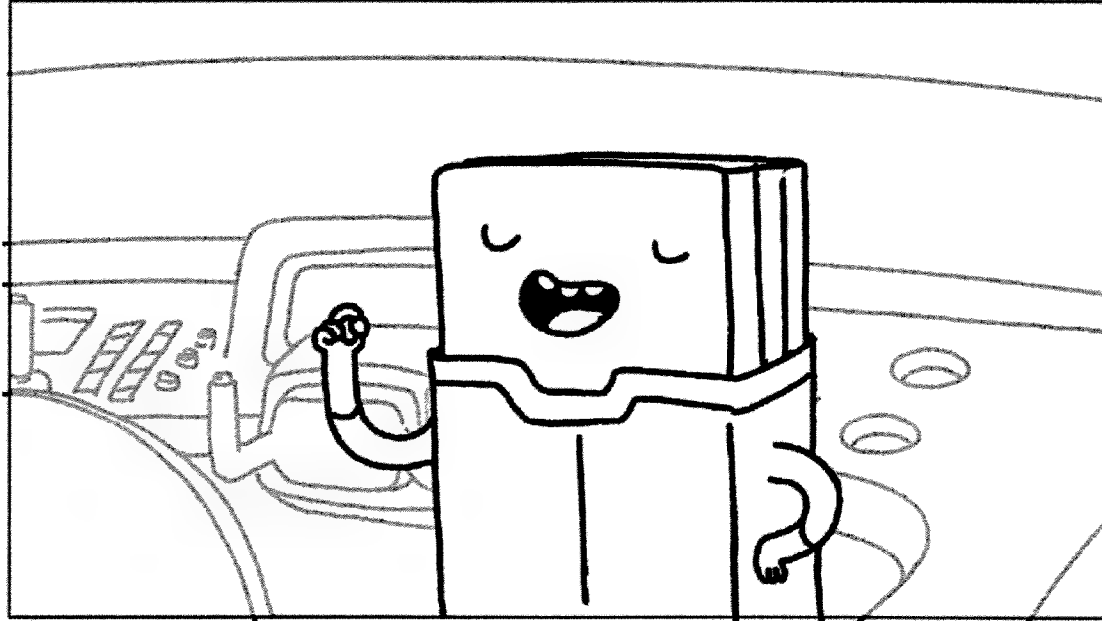
1014/151

# ADVENTURE TIME



Page 114

Sc. 86 Pnl. A Bg. day night



Dialog:

JAMES/ (SMUG)  
'S A LUCKY COIN.

JAMES  
BAM!

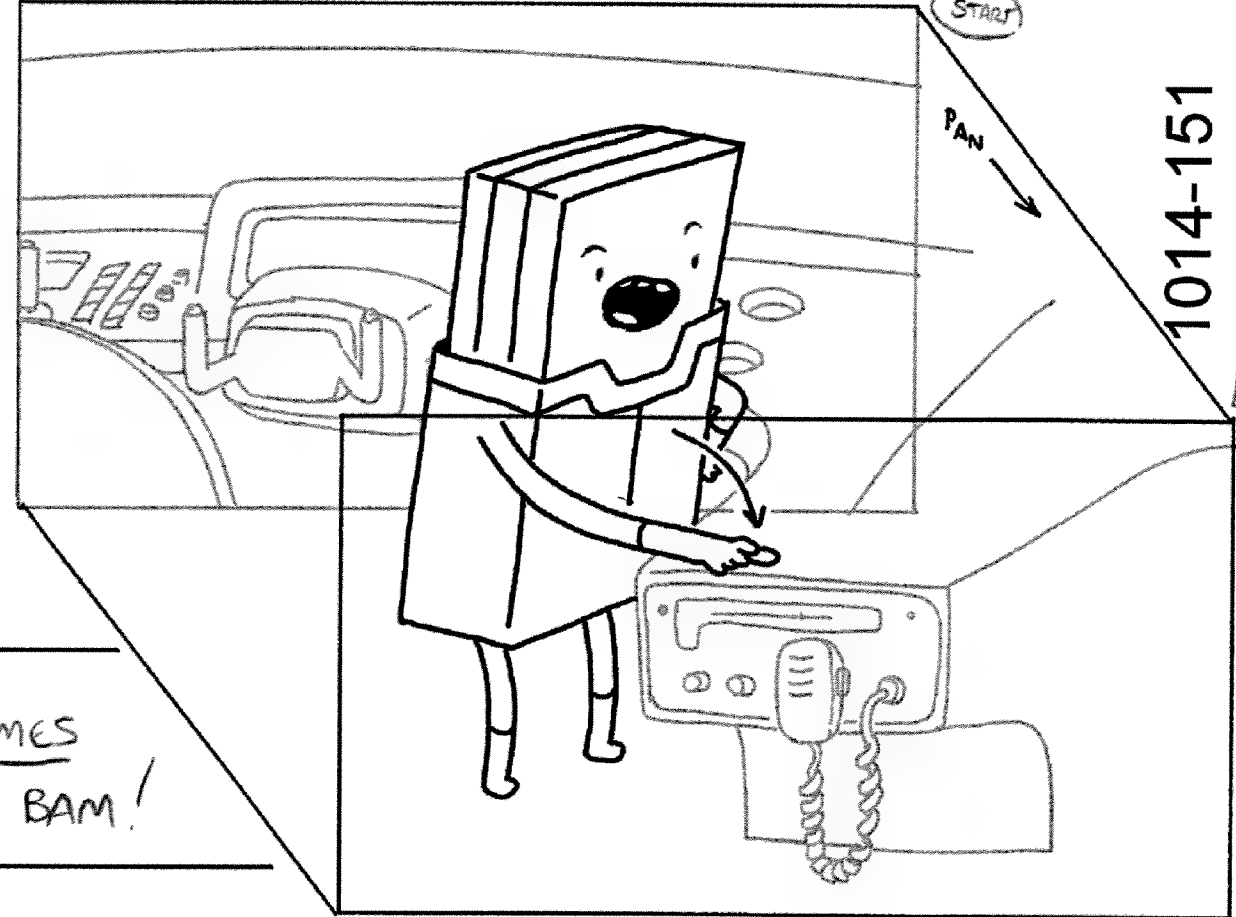
Action:

Timing:

JUN 27 2012

Production :

Sc. 86 cont Pnl. B Bg. day night



-J TURNS AND SLAPS COIN ON CONSOLE.  
-PAN W/ ACTION

1014-151

STOP

1014/151

1014/151

1

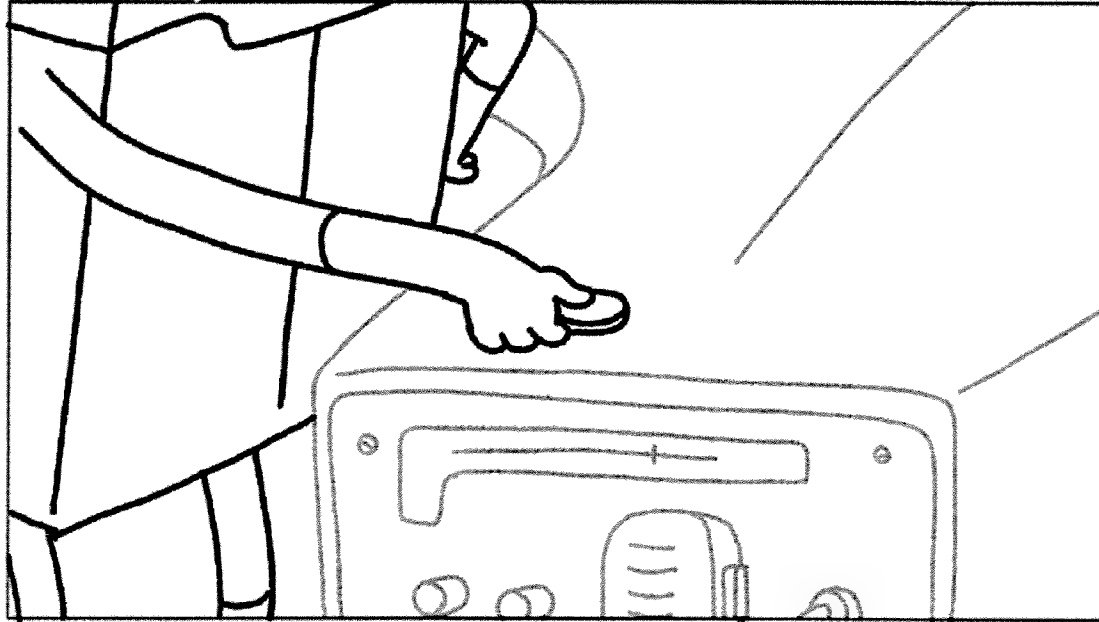
# ADVENTURE TIME



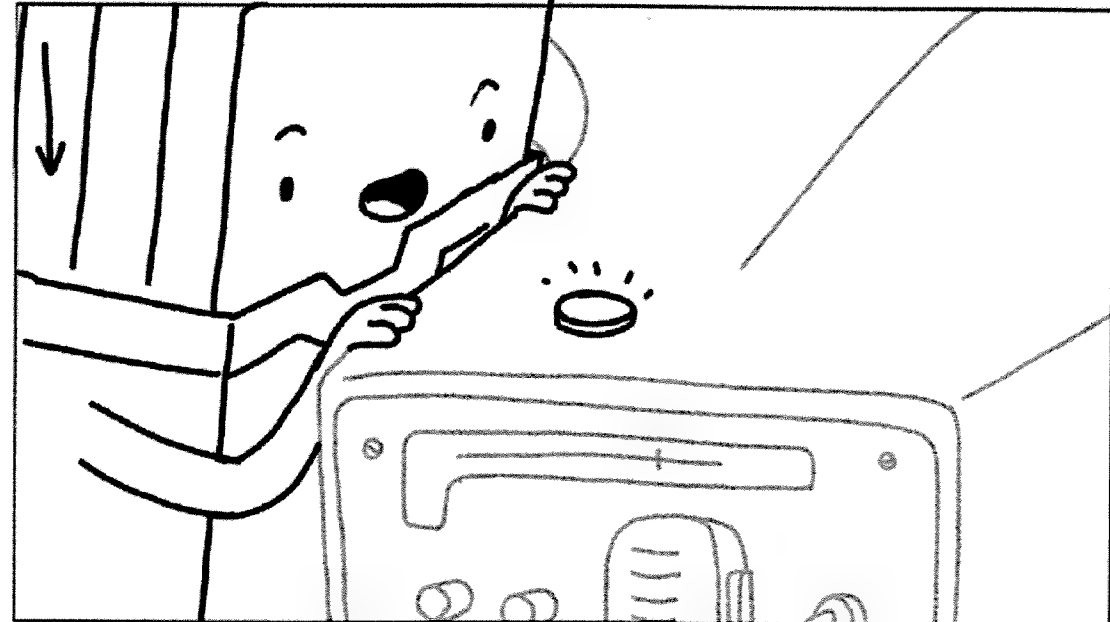
NO  
SC  
87

Page 115

Sc. 86 cont Pnl. C Bg. day night



Sc. 86 cont Pnl. D Bg. day night



Dialog:

JAMES/ WHEN I BUST  
OUT MY COIN,

Action:

- JAMES SQUATS DOWN

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

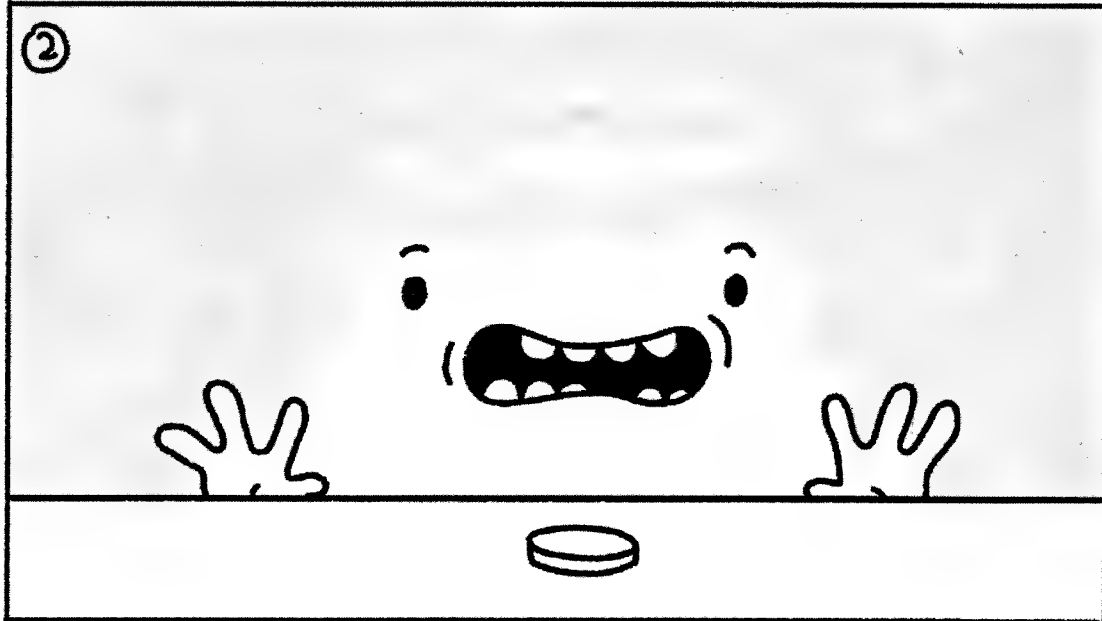
1014/151

# ADVENTURE TIME

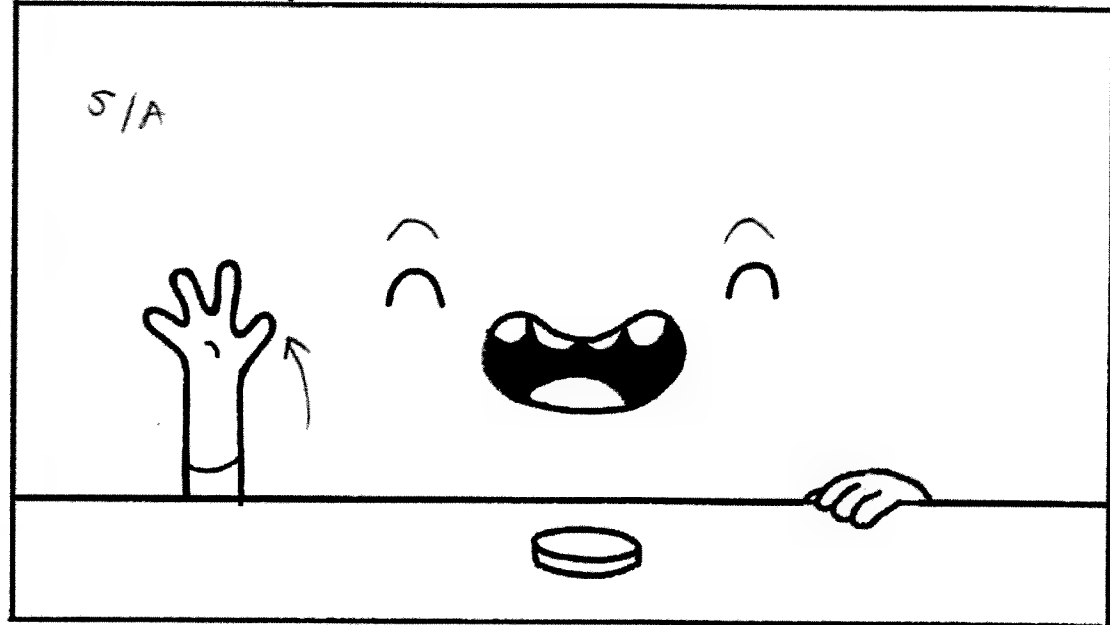


Page 116

Sc. 88 Pnl. A Bg. day night



Sc. 88 CONT Pnl. B Bg. day night



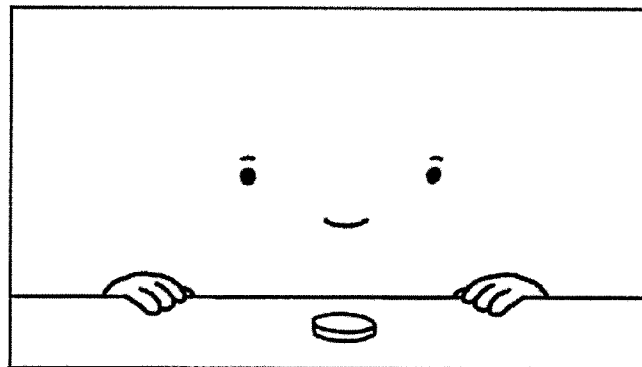
Dialog:

I/ GREAT STUFF HAPPENS.

Action:

-DRAMATIC LIGHTING- ①

Timing:



JUN 27 2013

1014-151

EPISODE #

1014/151

Production :

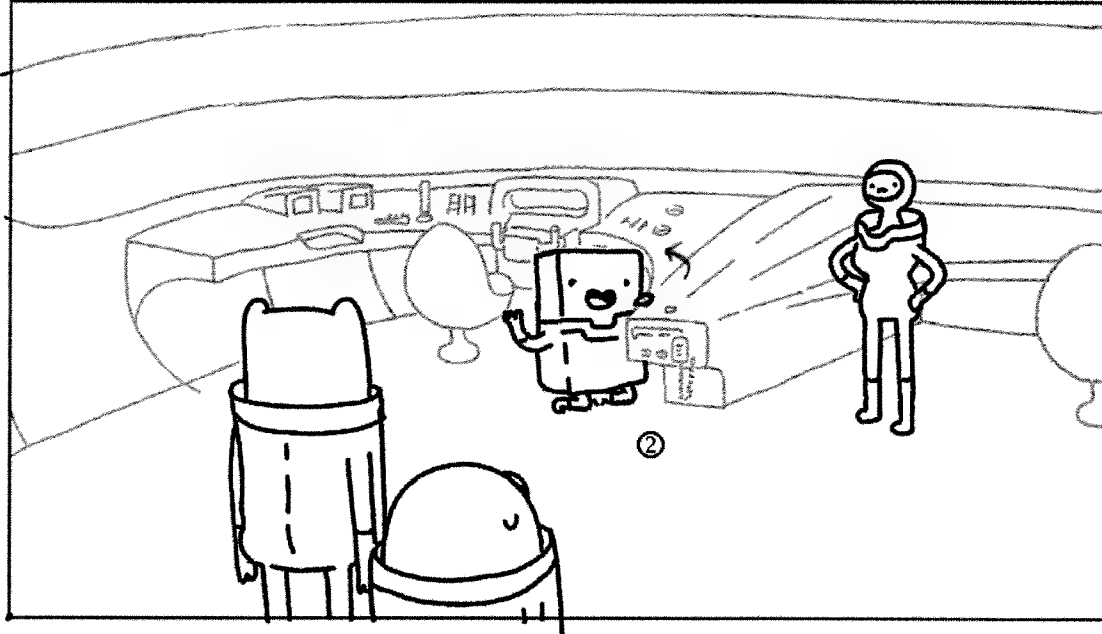
1014/151

# ADVENTURE TIME

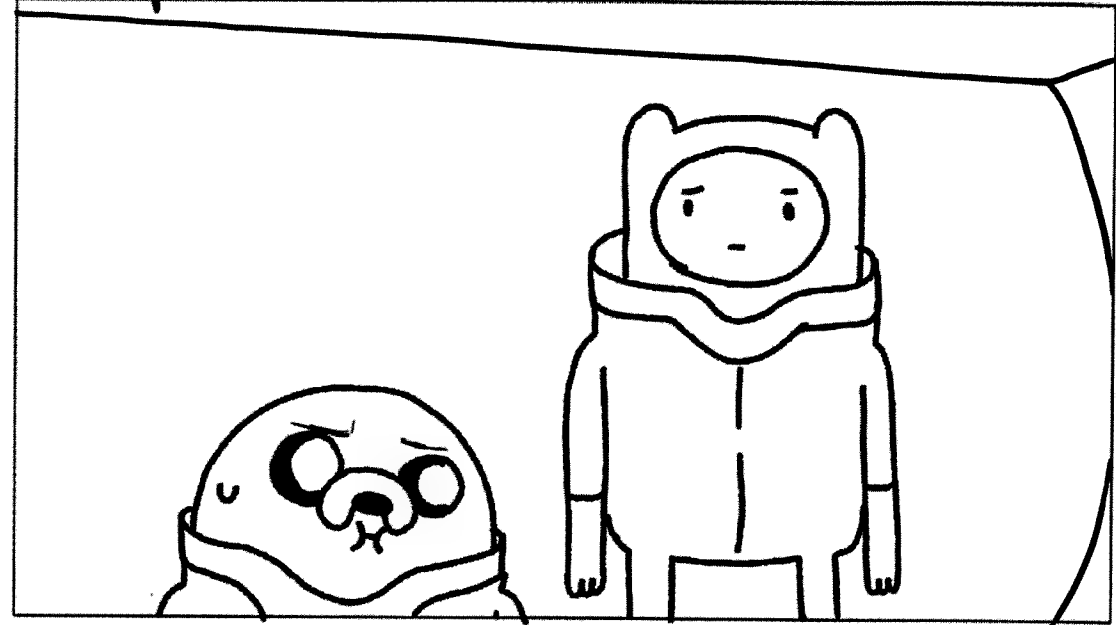


Page 117

Sc. 89 Pnl. A Bg. day night



Sc. 90 Pnl. A Bg. day night



Dialog:

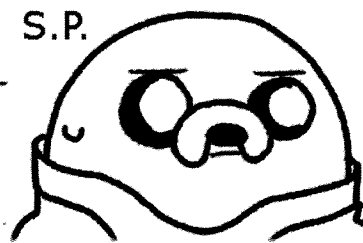
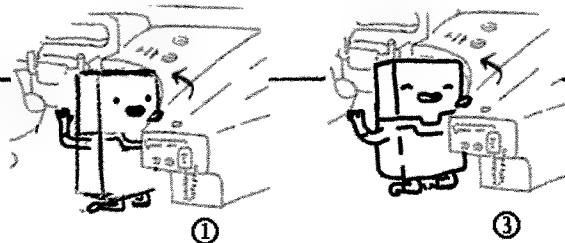
J/ LIKE WHEN I WAS CHOSEN TO GO ON  
THIS MISSION WITH YOU GUYS.

J: (CLOSED MOUTH STRAINING)

Action:

-J TURNS

Timing:



JUN 27 2013

1014-151

EPISODE #

1014/151

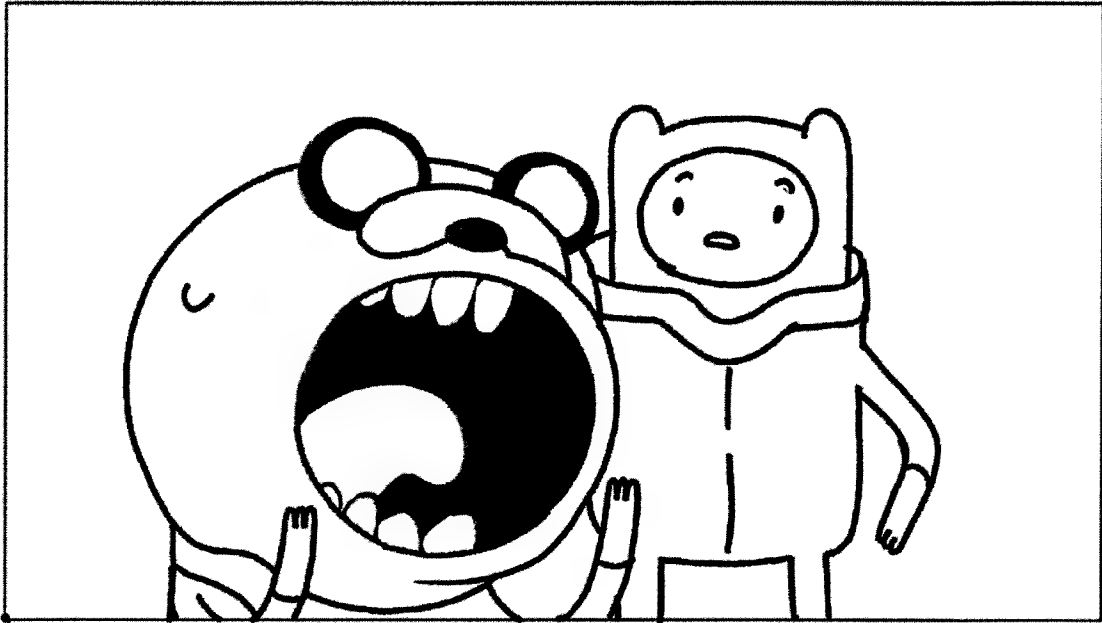
Production :

1014/151

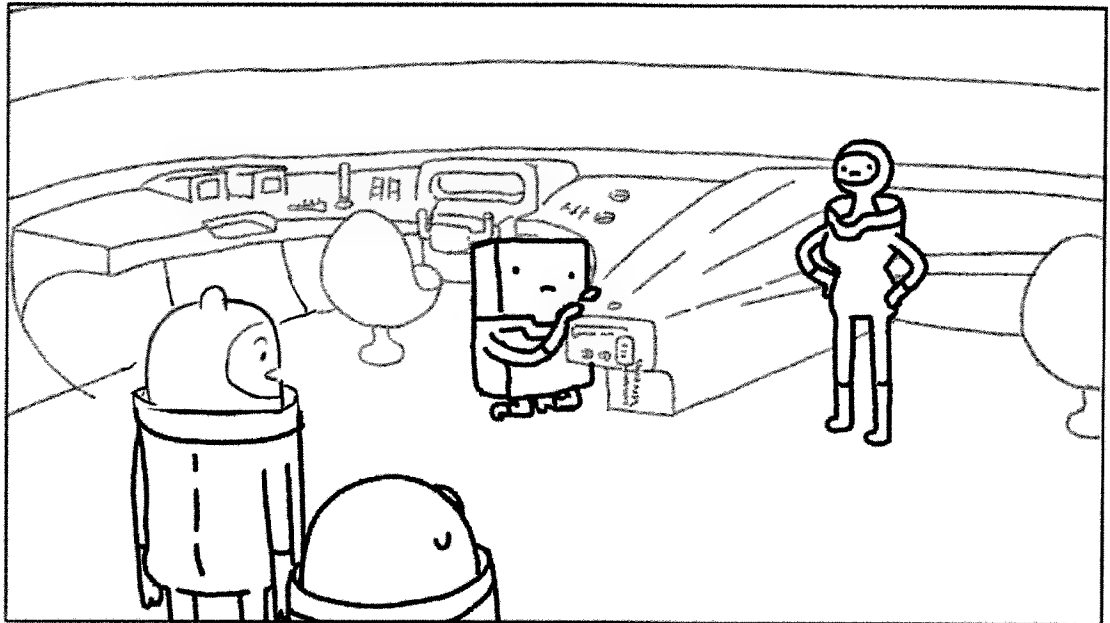
ADVENTURE TIME



Sc. 90 CONT Pnl. B Bg. day night



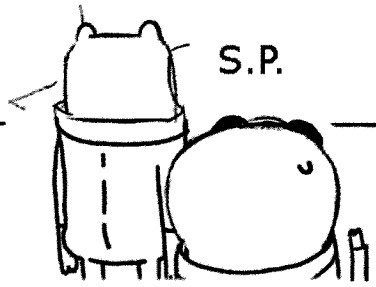
Sc. 91 Pnl. A Bg. day night



Dialog: JAKE / (AS AN OUTBURST) JAMES THAT'S NOT HELPING! FINN : (CALM) DON'T PANIC, BABY.

Action:

Timing:



JUN 27 2013

1014-151  
EPISODE #  
Production :

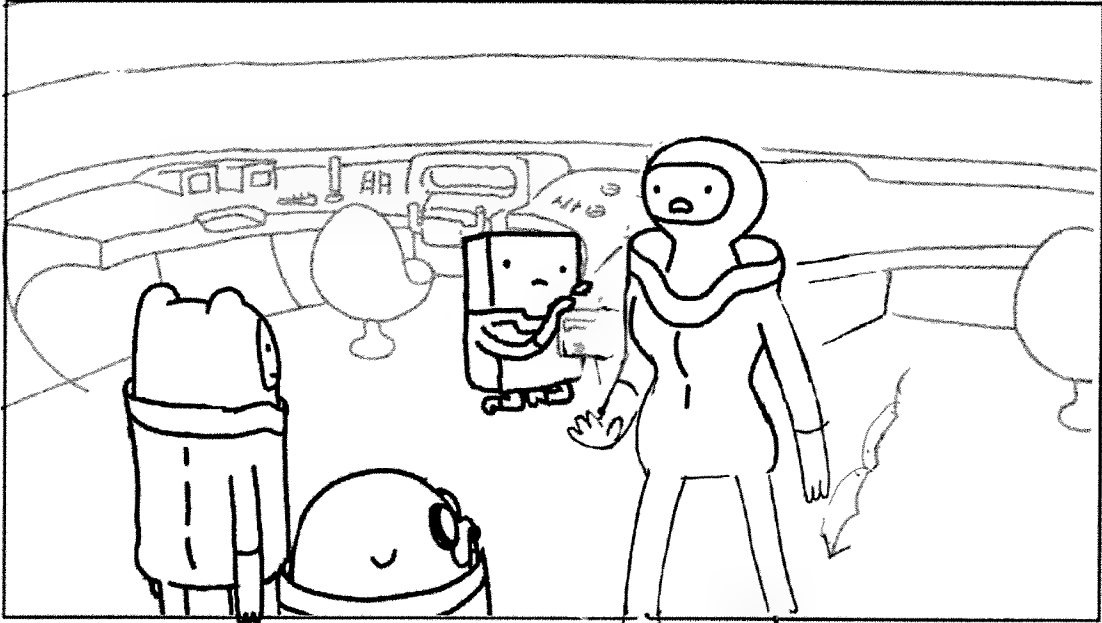
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1014/151

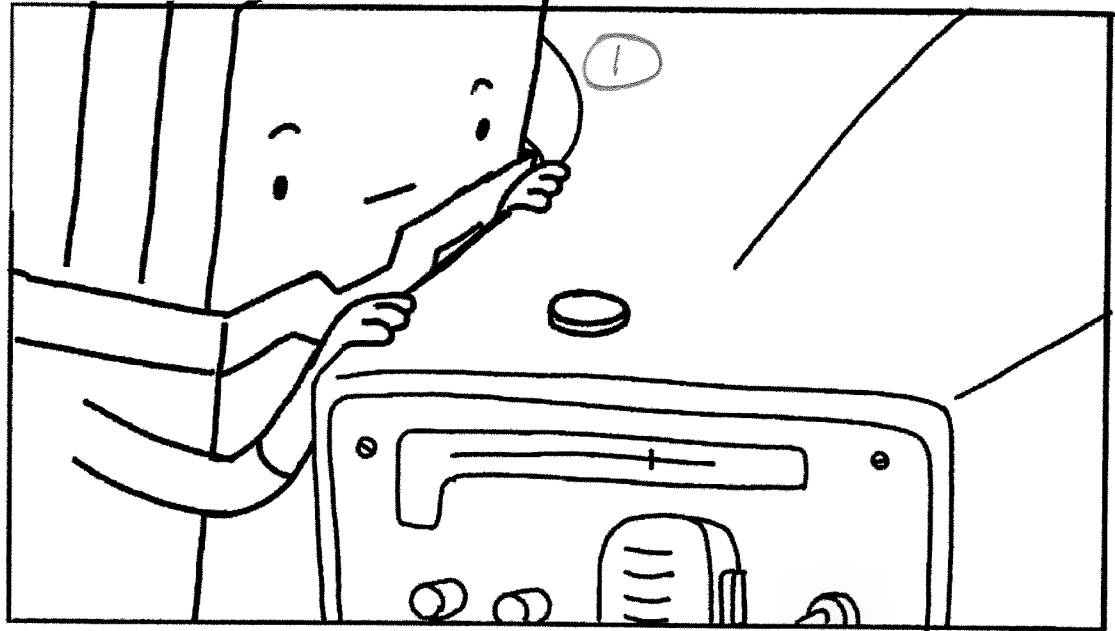
ADVENTURE TIME



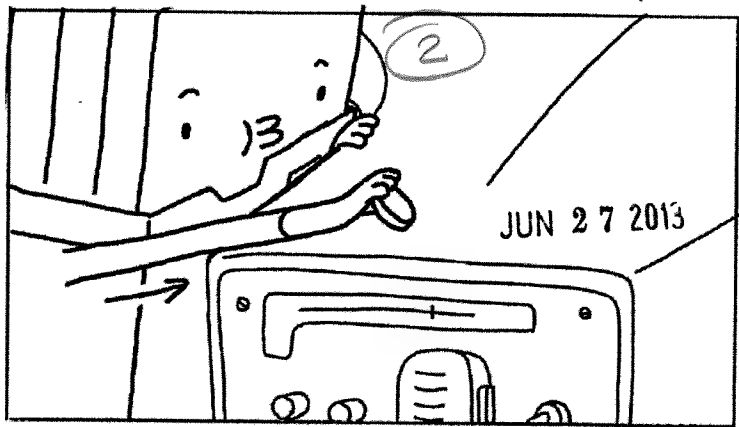
Sc. 91 cont Pnl. B Bg. day night



Sc. 92 Pnl. A Bg. day night



Dialog:	
PB/ YES. JAMES IS VERY RESOURCEFUL	PB (VO)/ He'll work it out
Action:	
-PB WALKS FORWARD.	-JAMES GRABS COIN.
Timing:	



JAMES/ VRRRT.

PT

JUN 27 2013

EPISODE # 1014-151

1014/151

1014/151

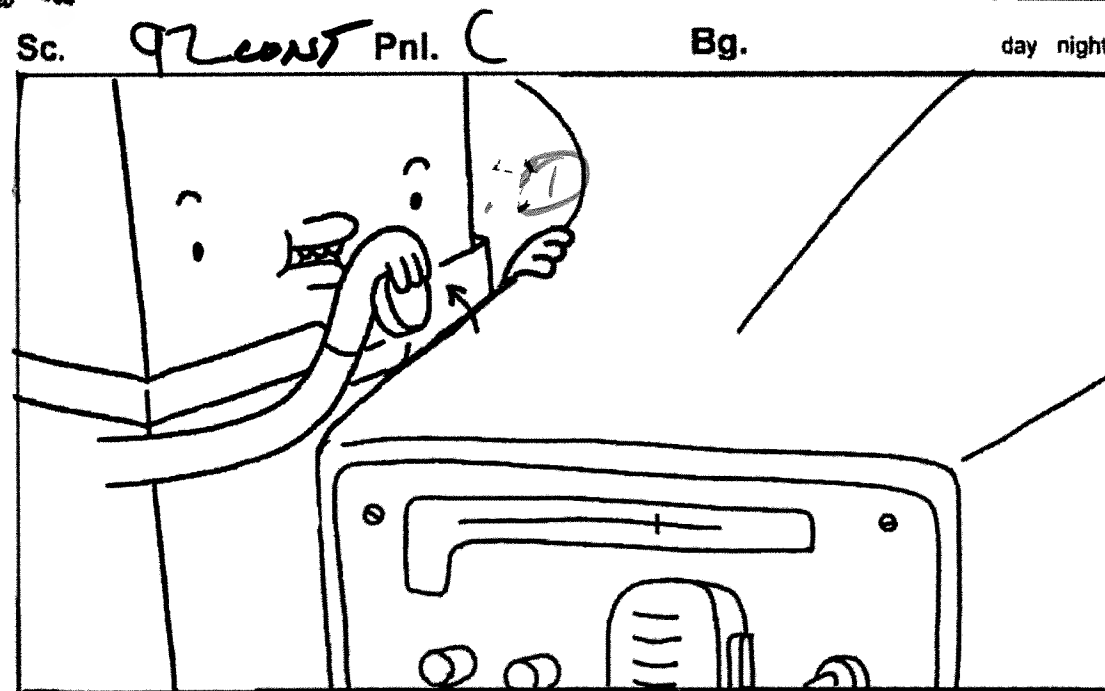
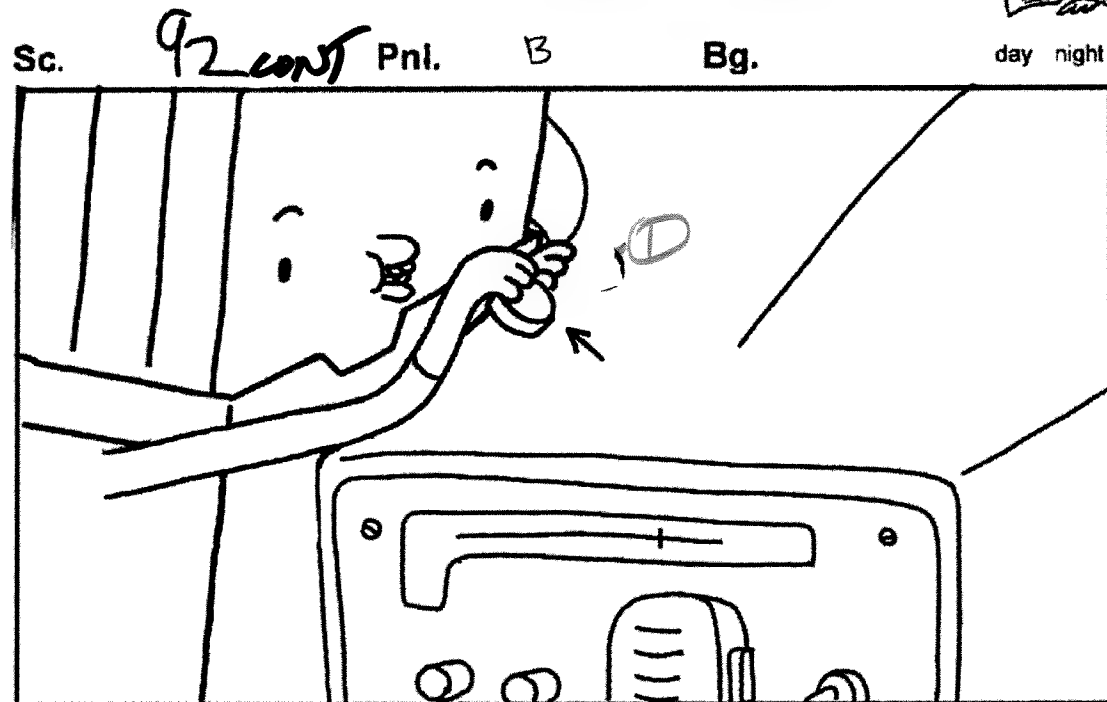
1014/151

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# ADVENTURE TIME



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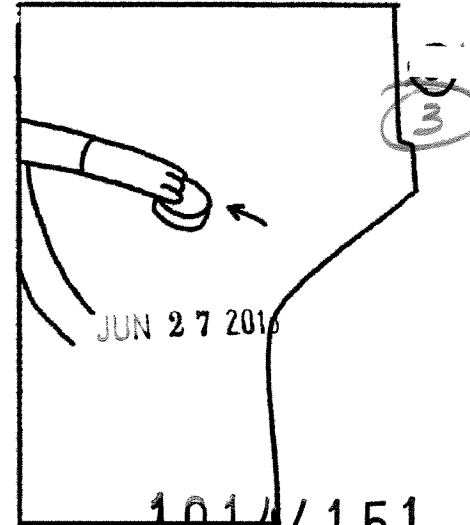
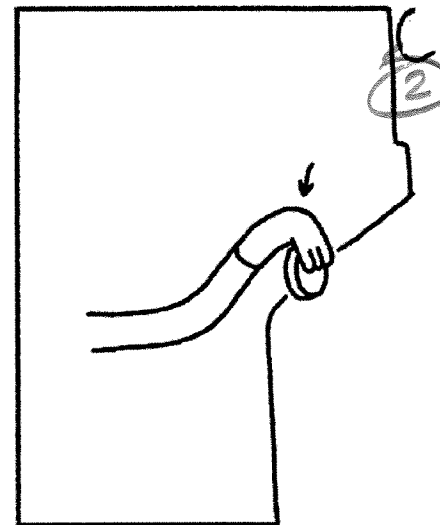
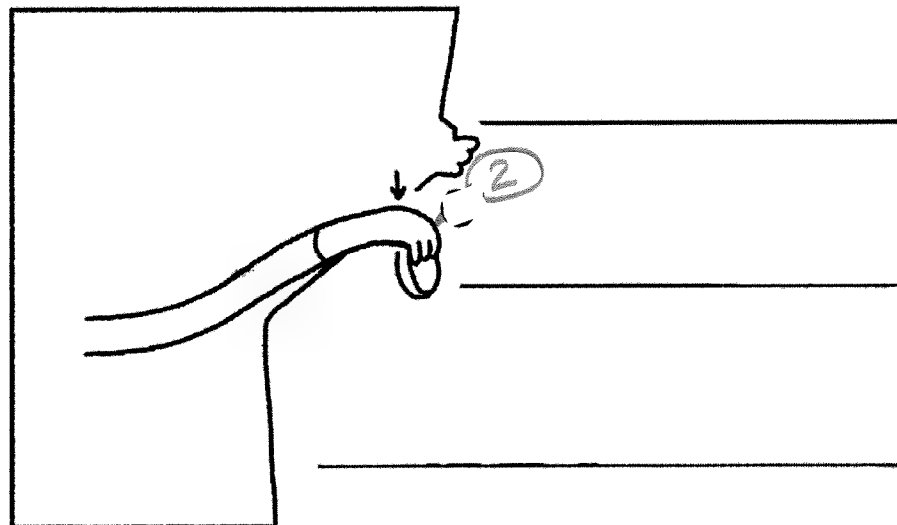
Dialog:

JAMES / (UP) VREE (DOWN) VRT (UP) VREE.

JAMES / (UP) VREE (DOWN) VRT.

Action:

Timing:



1014-151

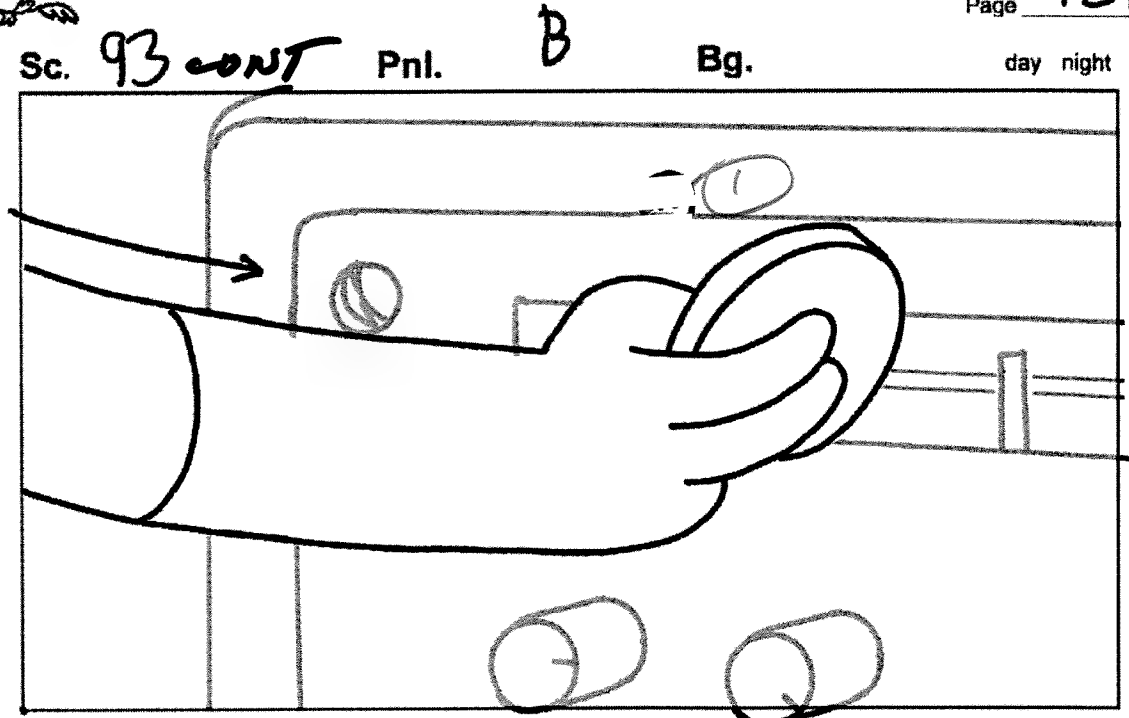
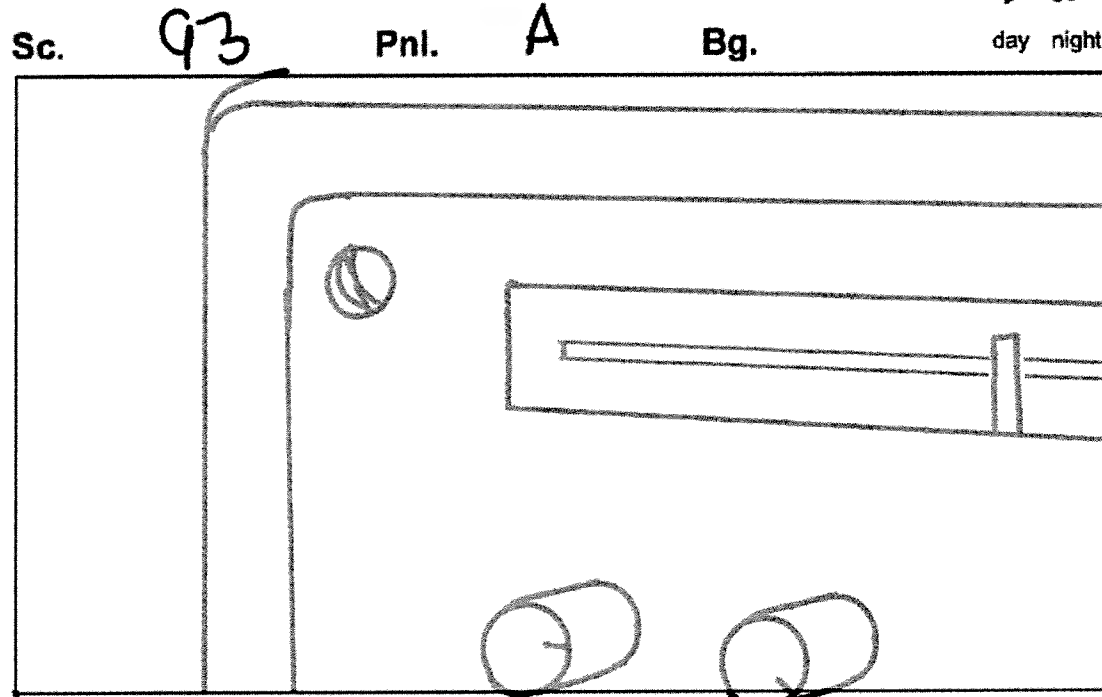
EPISODE #

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# ADVENTURE TIME



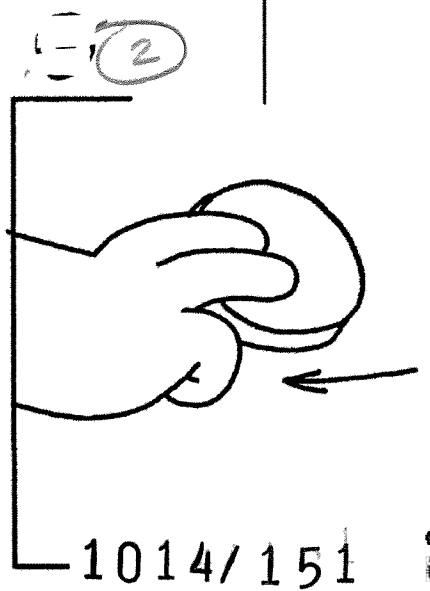
Dialog:

Action:

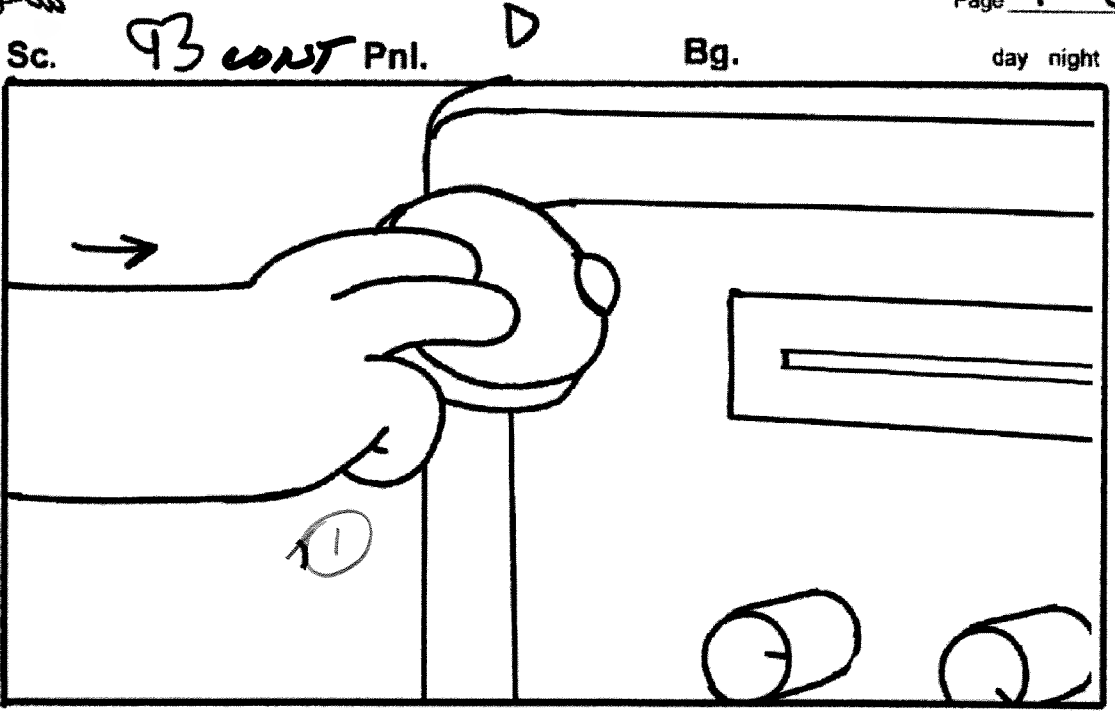
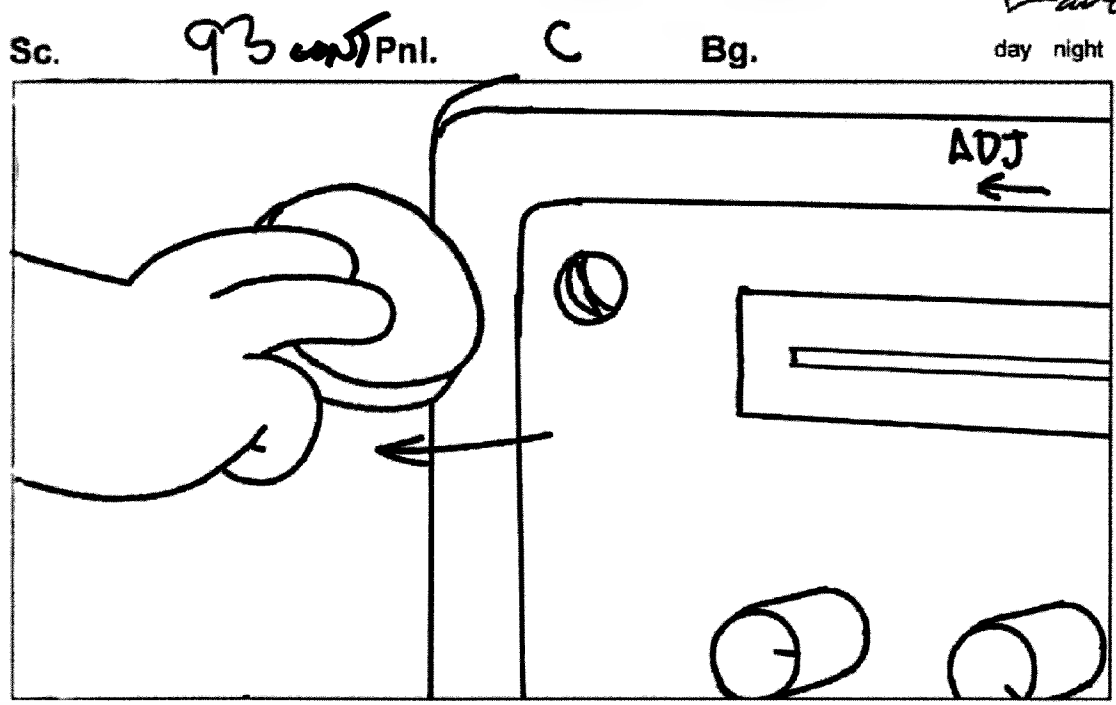
Timing:

JAMES/(DOWN) VRT. (UP) VREEE.

JUN 27 2013



ADVENTURE TIME



Dialog:

JAMES/(up) VREEE .

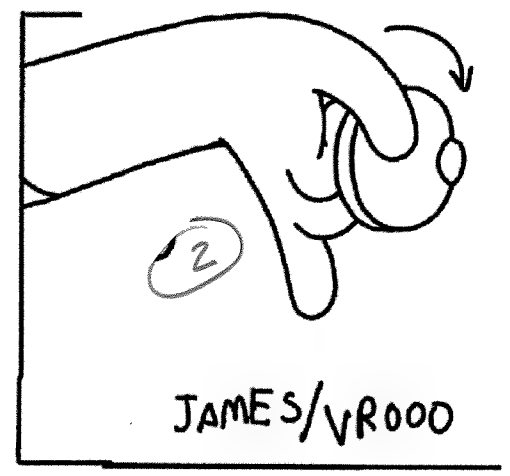
JAMES/(DOWN) VRT.

Action:

JAMES' HAND ACCIDENTALLY LANDS IN SCREW .

Timing:

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JAMES turns screw.  
1014/151

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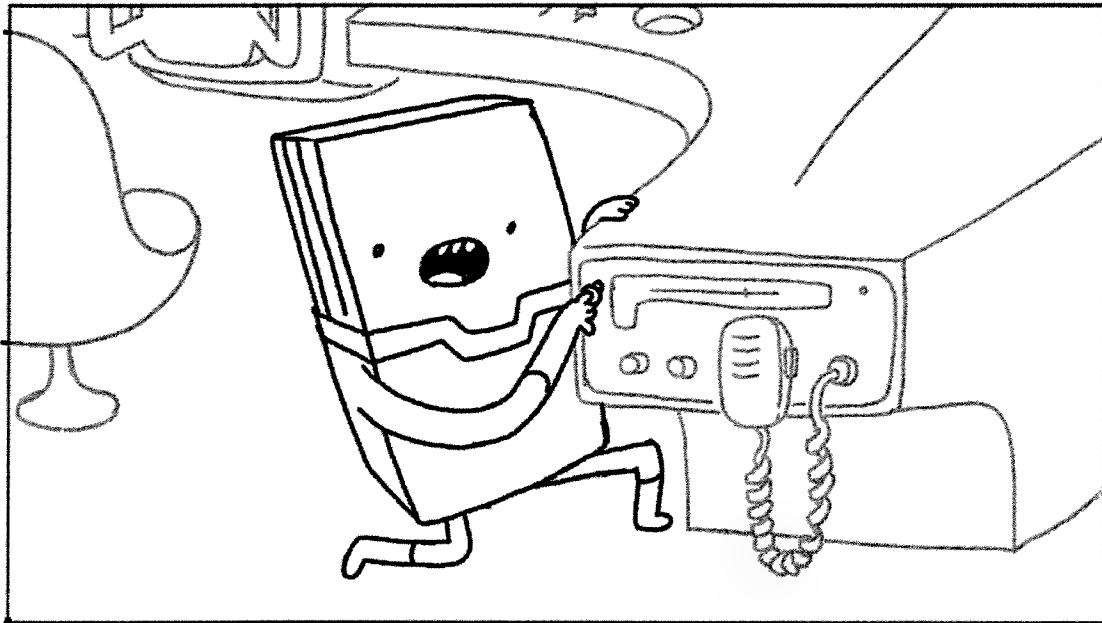
1014/151

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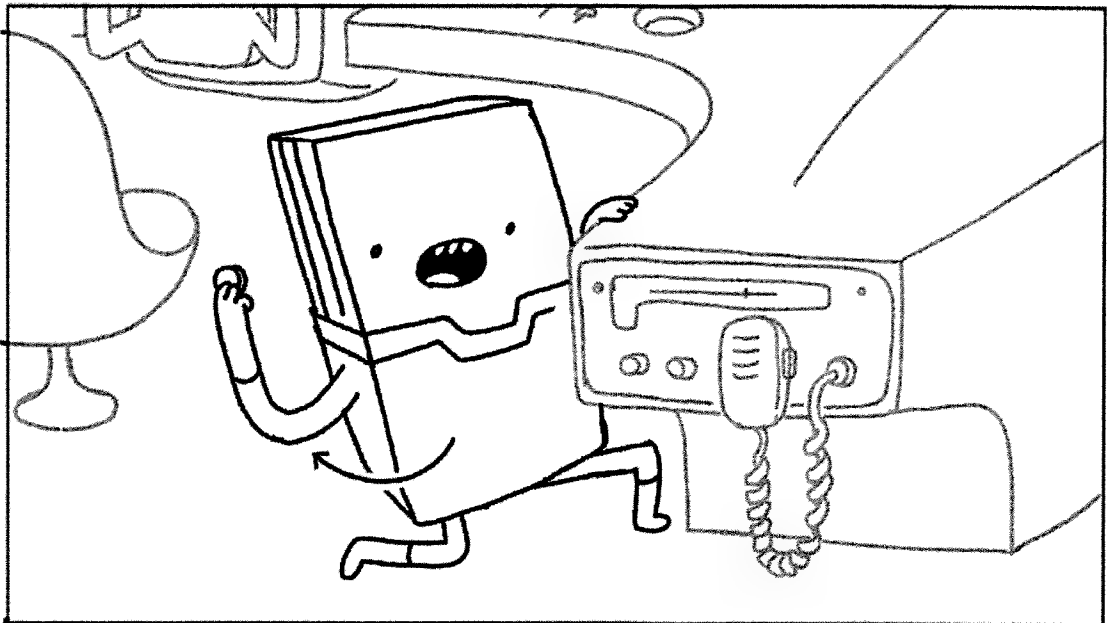
ADVENTURE TIME



Sc. 94 Pnl. A Bg. day night



Sc. 94 cont Pnl. B Bg. day night



Dialog:	<u>James</u> / LOOK PRINCESS.	<u>JAMES</u> / I INVENTED A COIN-OPERATED-COIN-SCREW DRIVER.
Action:		
Timing:		

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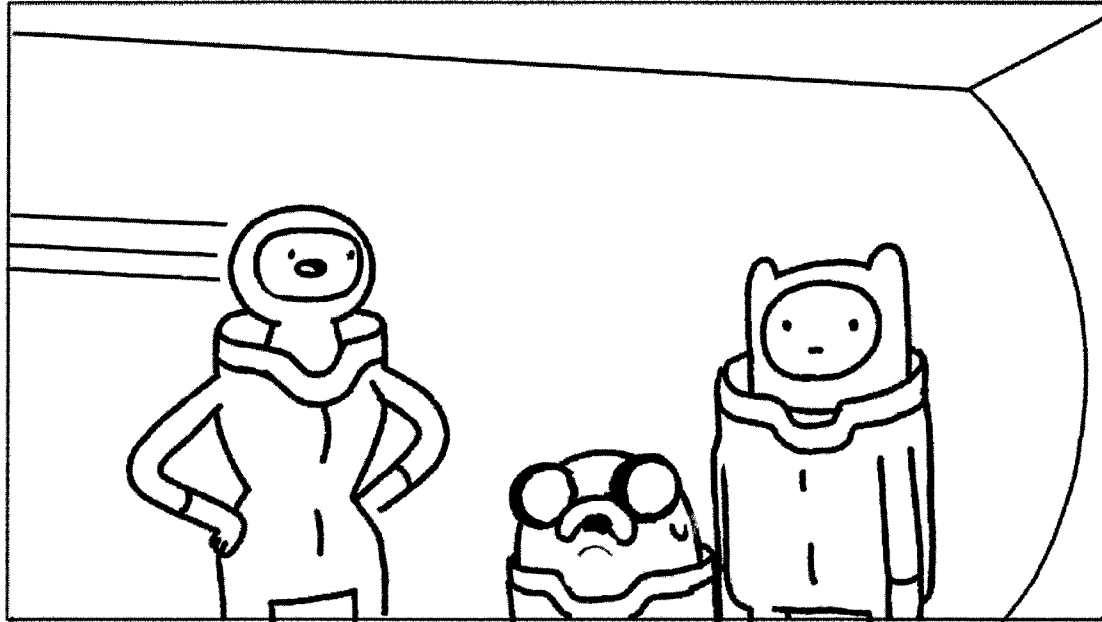
1014/151

# ADVENTURE TIME

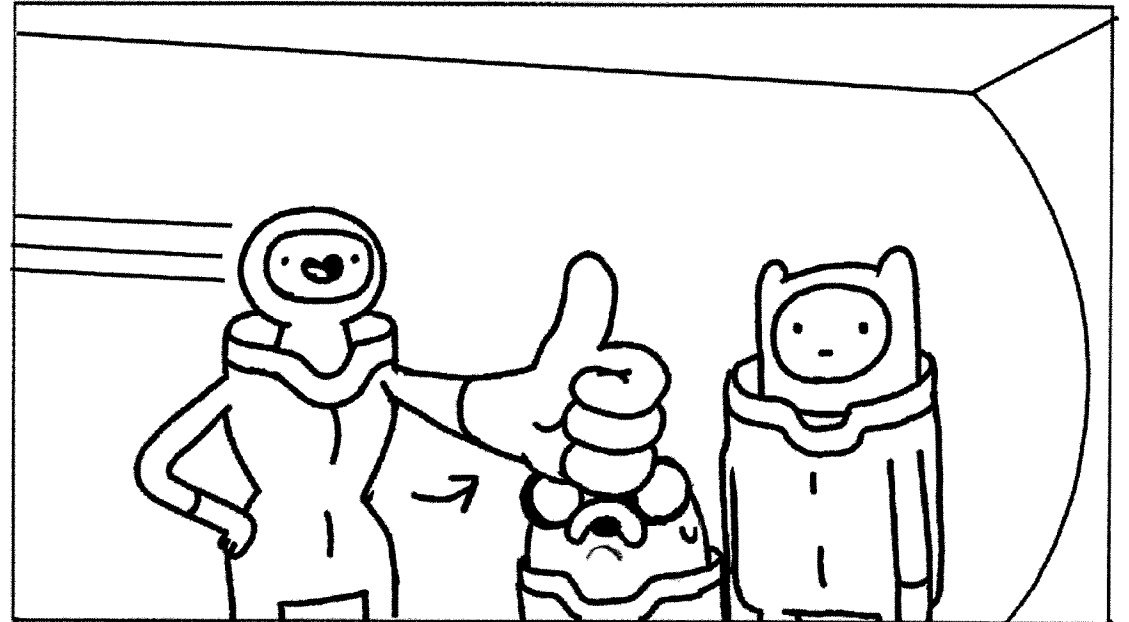


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Sc. 95 Pnl. A Bg. day night



Sc. 95 cont Pnl. B Bg. day night



Dialog:

PB/ SEE WHAT I MEAN.

PB/ GOOD JOB, JAMES!

Action:

JUN 27 2013

Timing:

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Production :

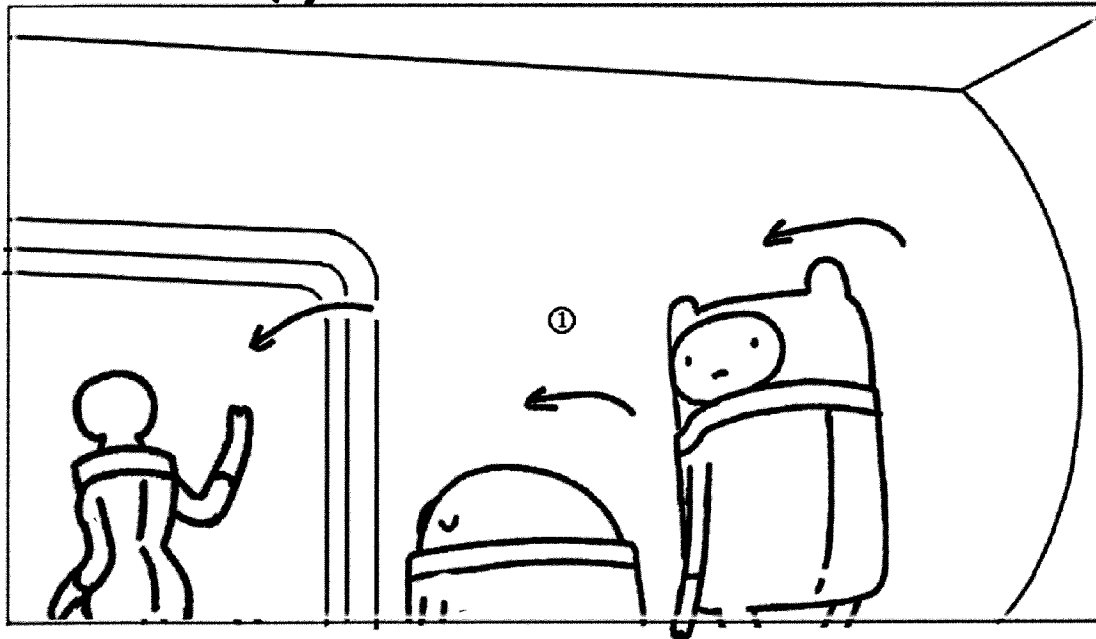
1014/151

# ADVENTURE TIME

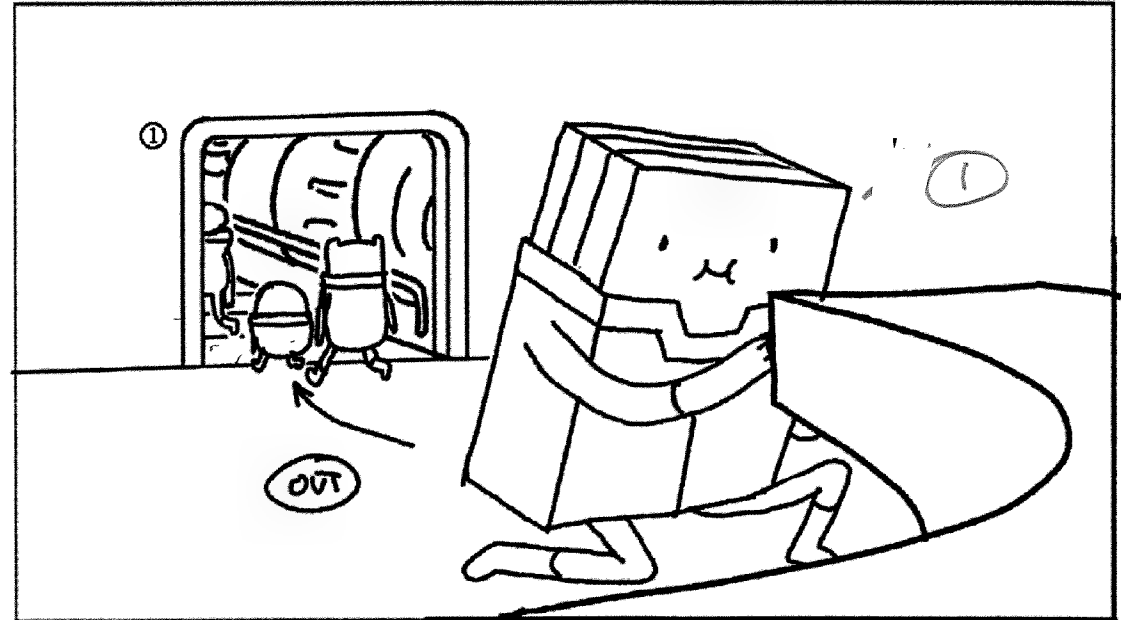


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Sc. 95 cont Pnl. C Bg. day night



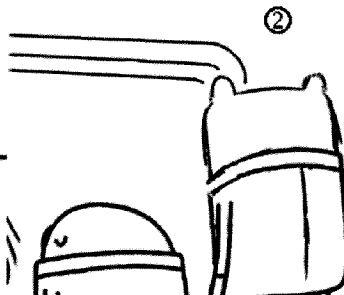
Sc. 96 Pnl. A Bg. day night



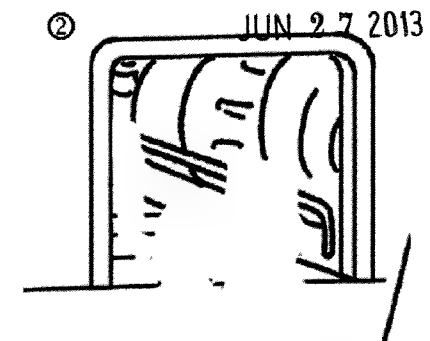
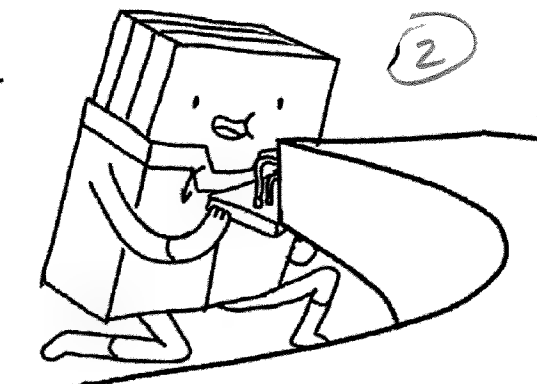
Dialog: PB/ <sup>①</sup>COME ON BOYS, LET'S TAKE  
INVENTORY OF THE <sup>②</sup>EMEGENCY GEAR.

Action:  
- PB TURNS AND  
WALKS AWAY.

Timing:



JAMES/ VREET, LUCKY COIN <sup>②</sup>STRIKES AGAIN.



JAMES/ VREEP,  
1014/151

1014-151

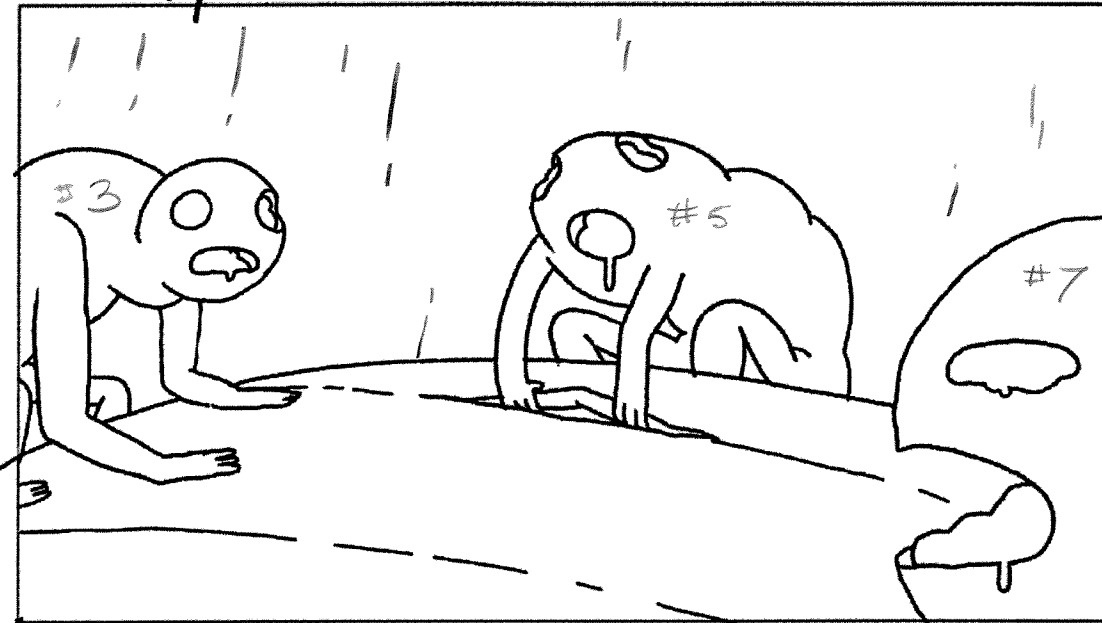
EPISODE #

1014/151

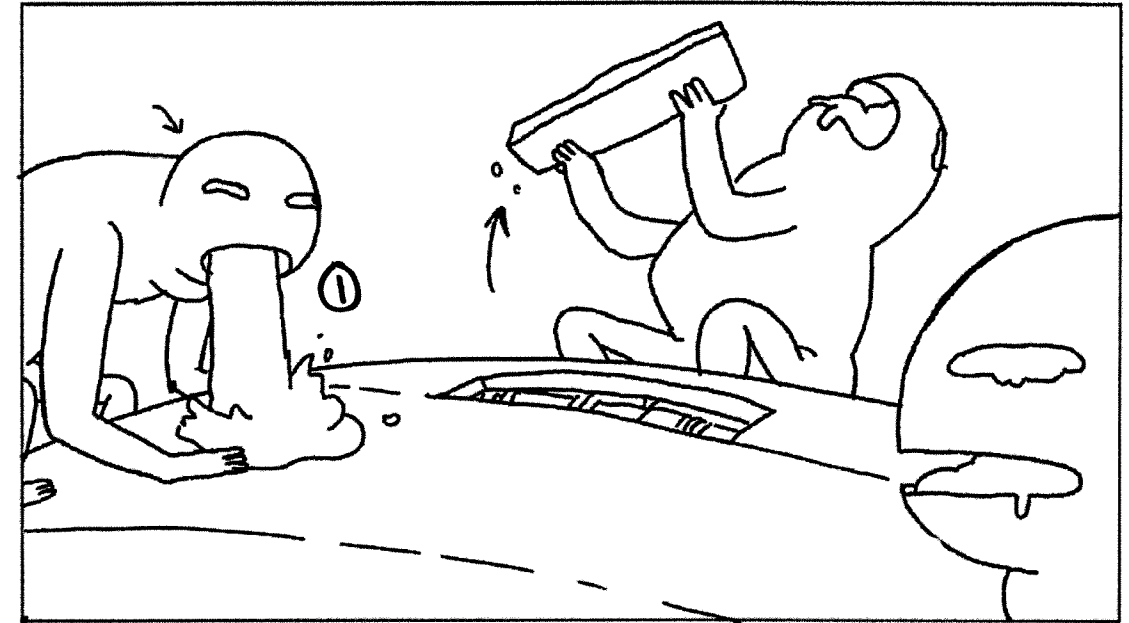
ADVENTURE TIME



Sc. 97 Pnl. A Bg. day night

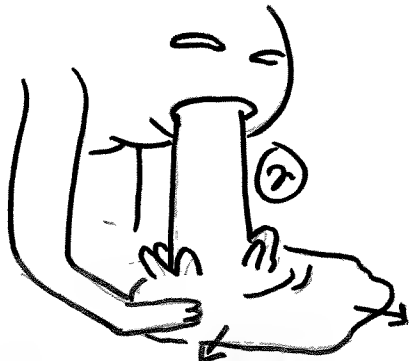


Sc. 97 cont Pnl. B Bg. day night



Dialog:	Goo Monster #1: BLARGH!
Action:	- PLEASE STAGGER MOVEMENTS, - GOO MONSTER #1 VOMITS GOO ONTO HULL. - GOO MONSTER #1 RIPS PIECE OF SHIP OFF hull
Timing:	

JUN 27 2013



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EPISODE # 1014-151

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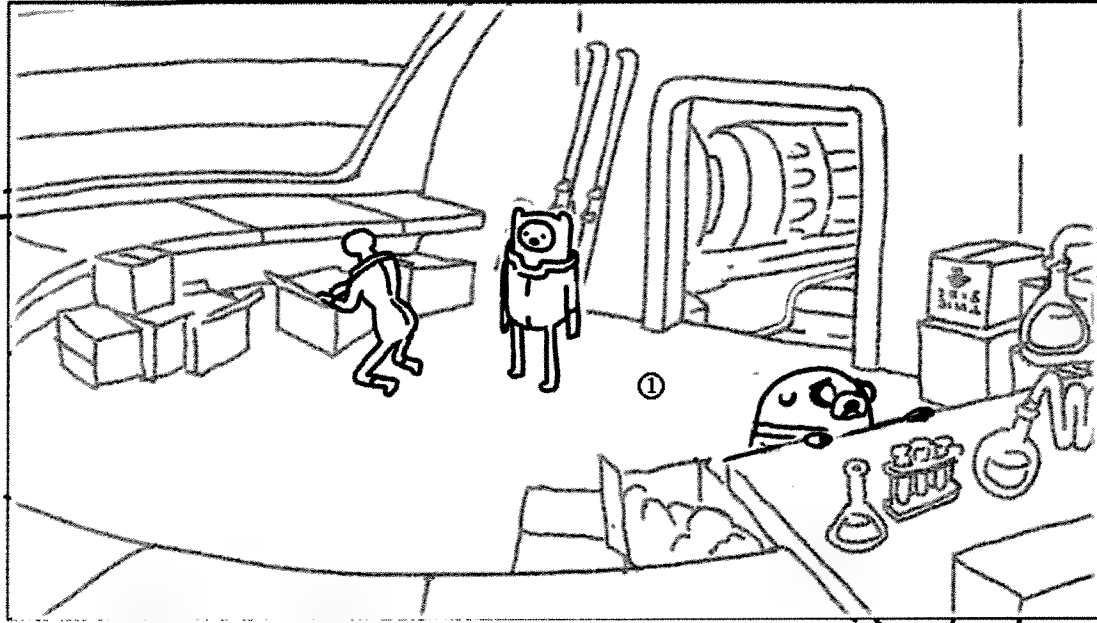
1014/151

# ADVENTURE TIME

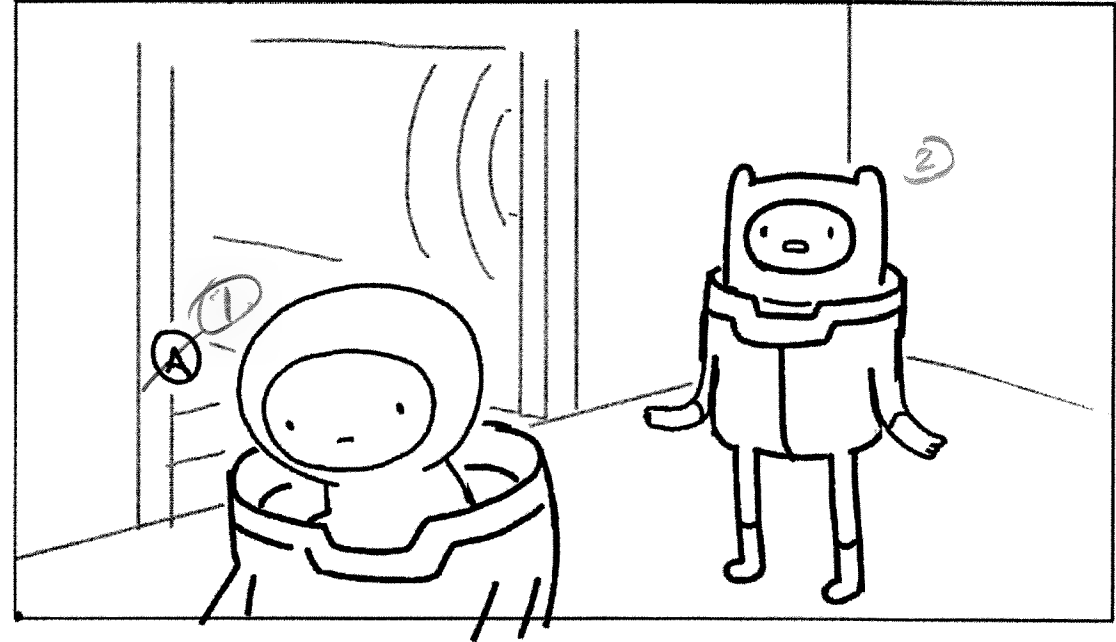


Page 127

Sc. 98 Pnl. A Bg. day night



Sc. 99 Pnl. A Bg. day night

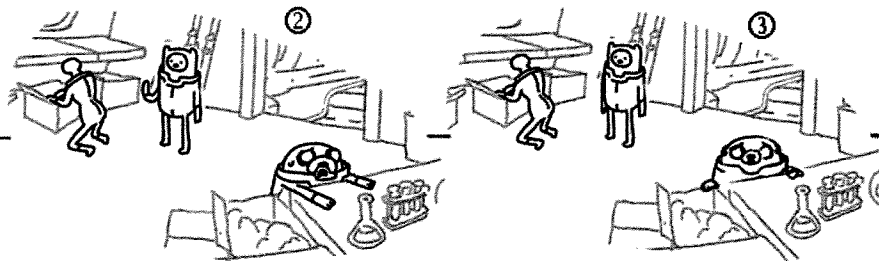


Dialog:

F/② HEY PREEB ROS...  
J/(PANTING.)

E: ① I KNOW THINGS SEEM BAD BUT  
I'LL FIGURE OUT A PLAN.

Action:



Timing:

PB is moving her  
arms around looking  
through boxes.



JUN 27 2013



1014-151

EPISODE #

1014/151

Production :

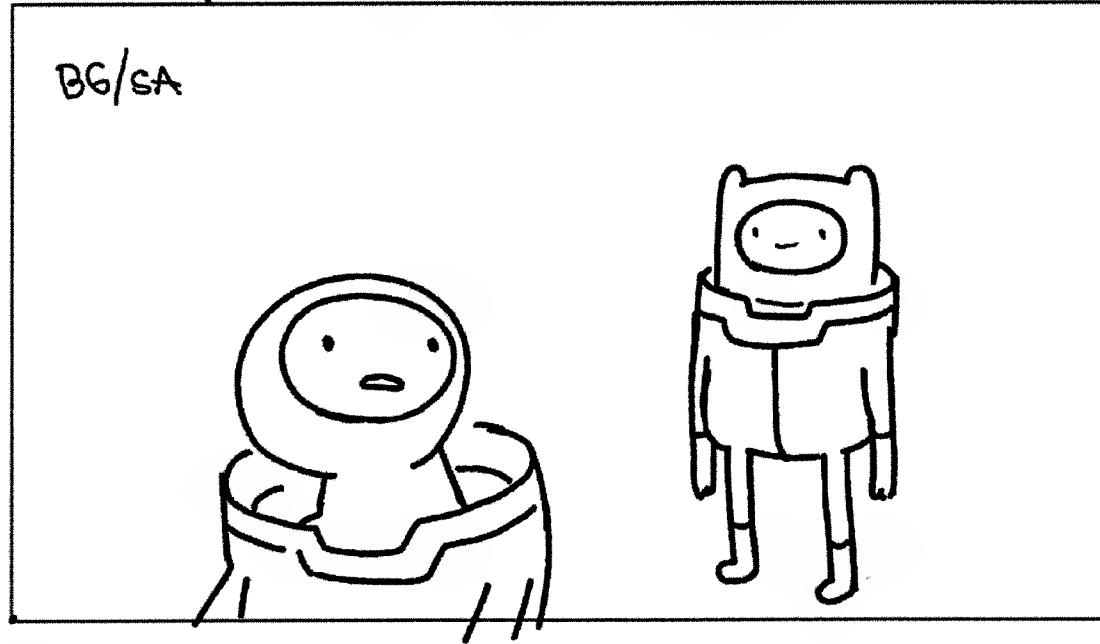
1014/151

# ADVENTURE TIME

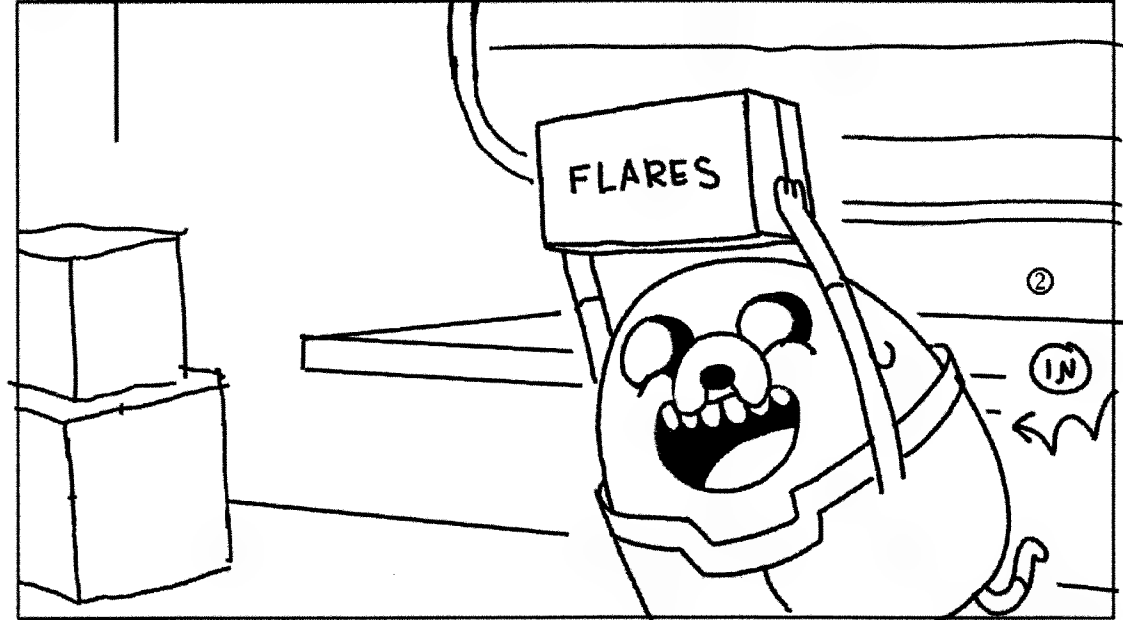


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Sc. 99 CONT Pnl. B Bg. day night



Sc. 100 Pnl. A Bg. day night



Dialog:	<u>PB/ I KNOW, FINN.</u>	<u>J/ DUDE, I FOUND SOME FLARES!</u>
Action:	<u>-J RUNS ON/S</u>	
Timing:	<p>JUN 27 201.</p>	

1014-151  
EPISODE #

1014/151

Production :

1014/151

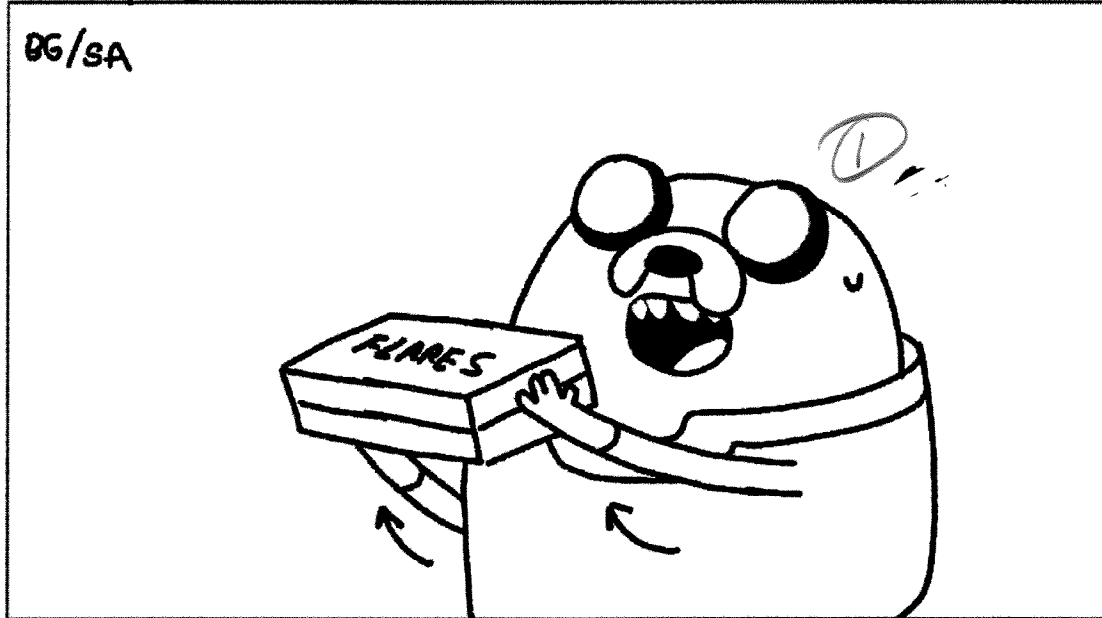


# ADVENTURE TIME

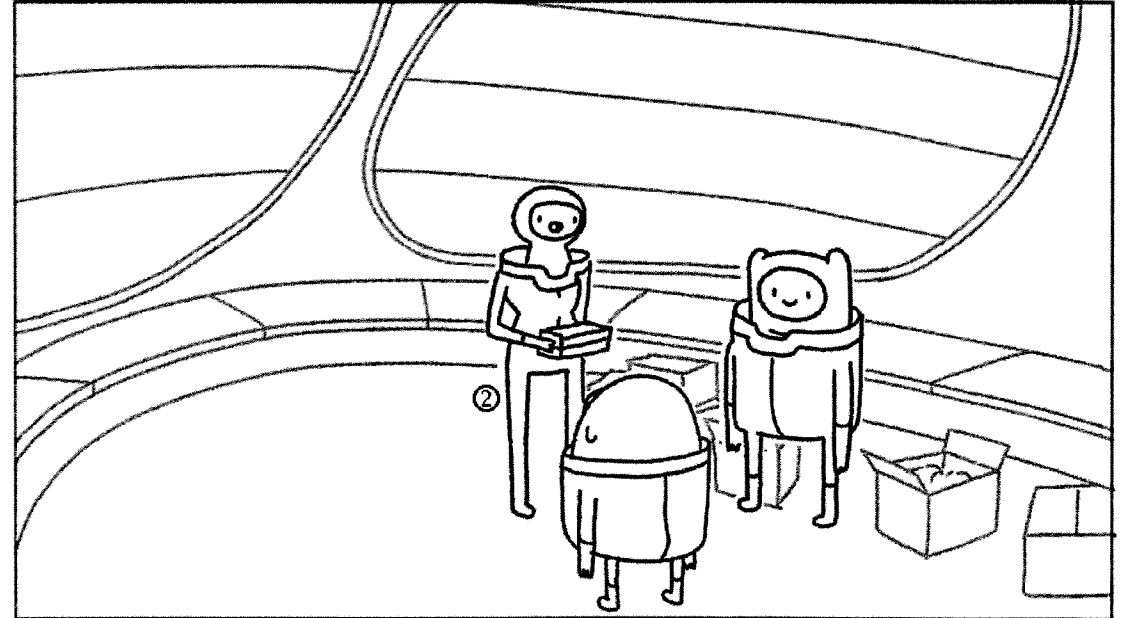


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Sc. 100 cont Pnl. B Bg. day night



Sc. 101 Pnl. A Bg. day night



<p>Dialog:</p> <p><u>J /</u> I SAVED US.</p>		<p><u>PB /</u> RIGHT ON.</p>	
<p>Action:</p>		<p>JUN 13 2013</p>	
<p>Timing: JAKE HANDS FLARES TO PB.</p>			

1014-151

EPISODE #

1014/151

Production :

1014/151

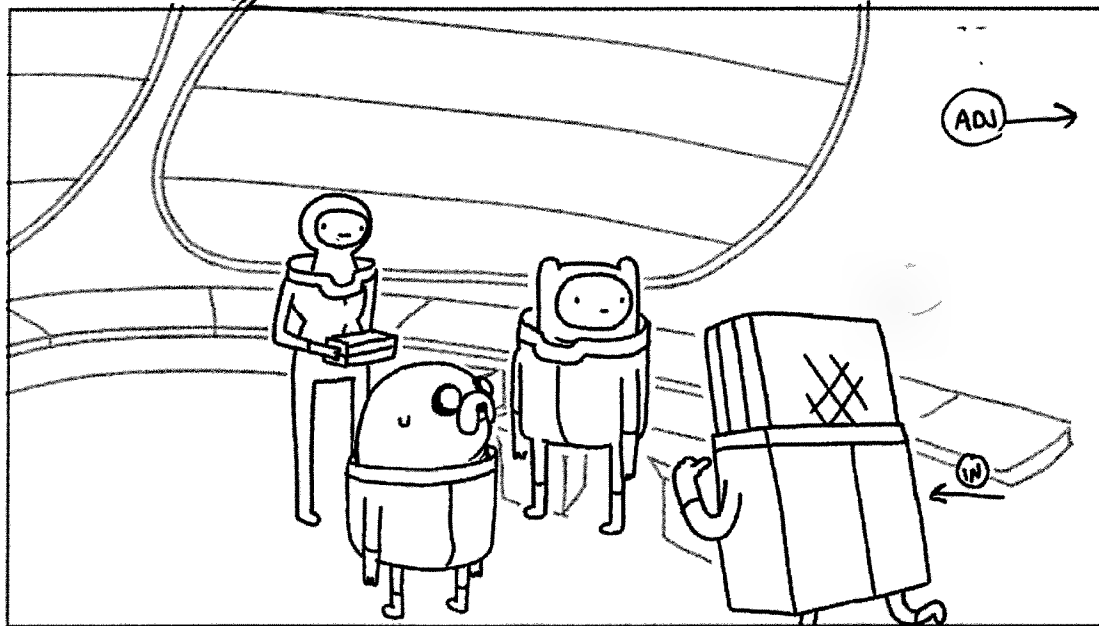
1014/151

# ADVENTURE TIME

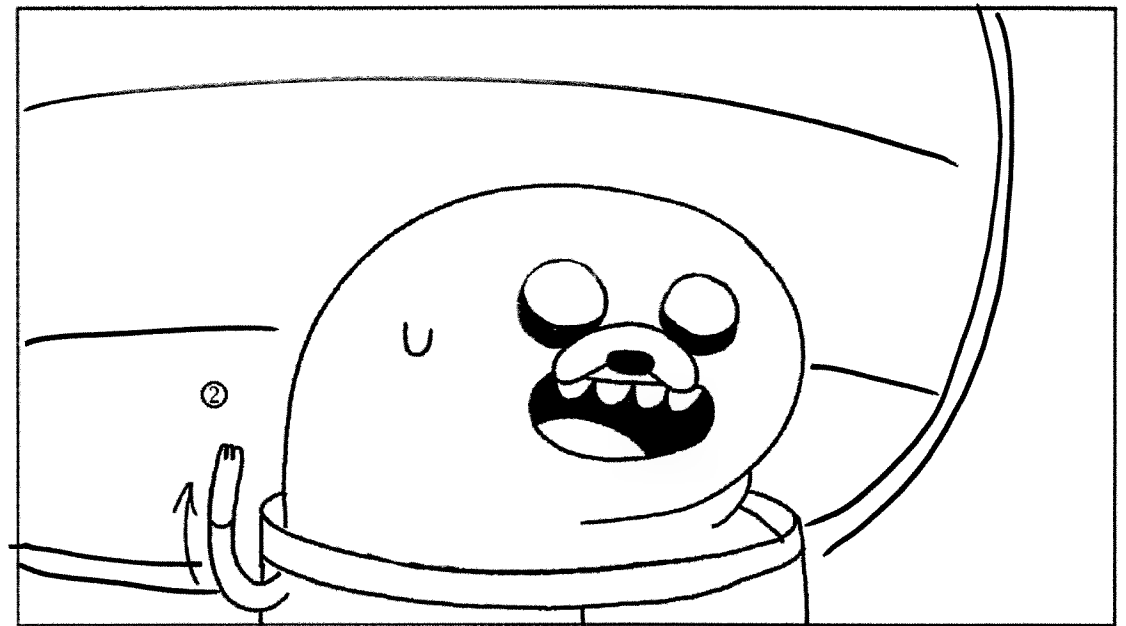


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Sc. 101 cont Pnl. B Bg. day night



Sc. 102 Pnl. A Bg. day night



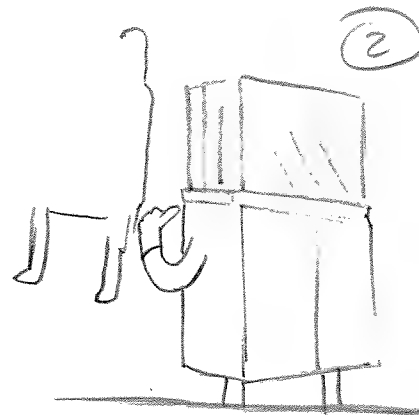
Dialog:

JAMES/ HEY DUDES THE RADIO'S FIXED

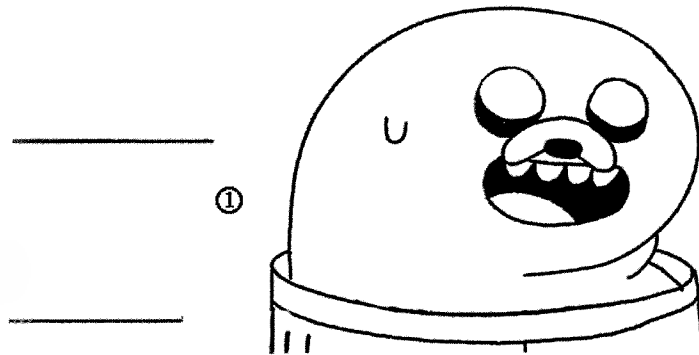
Action:

- J RUNS ON/S
- CAM ADJUSTS RIGHT

Timing:



J/ GOOD GROD,



JUN 27 2013

EPISODE # 1014-151

Production :

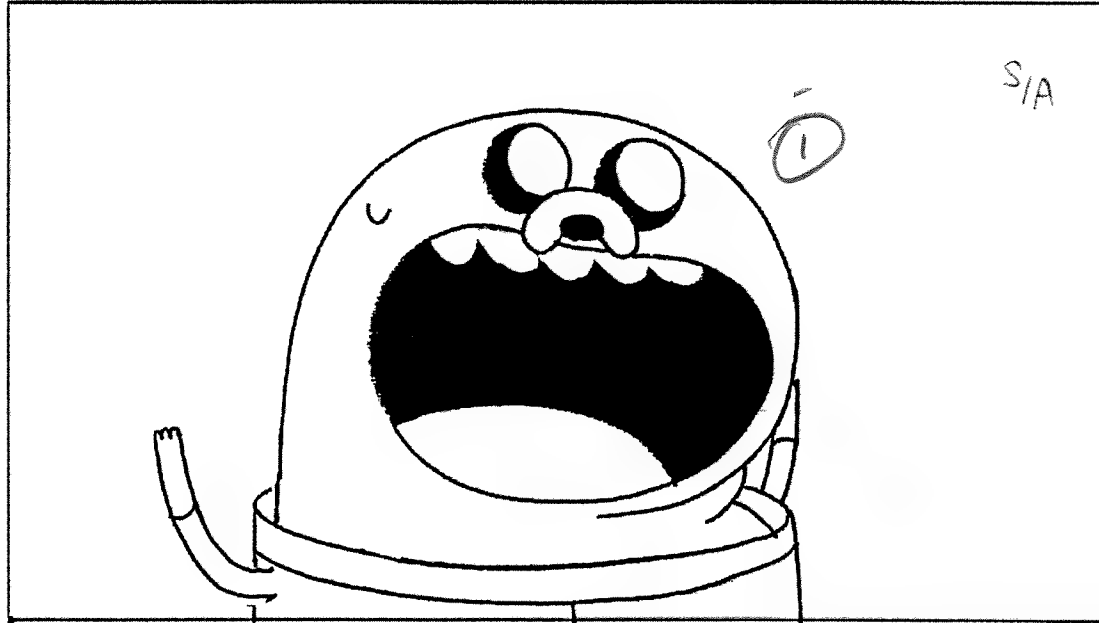
1014/151

# ADVENTURE TIME

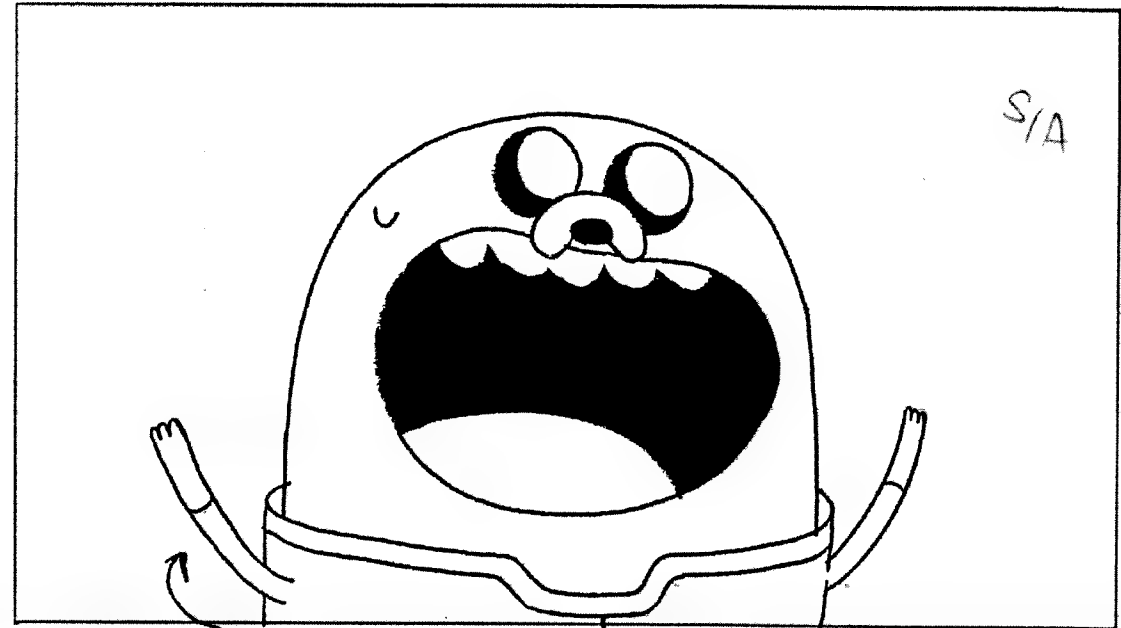


Page 31

Sc. 102 cont Pnl. B Bg. day night



Sc. 102 cont Pnl. C Bg. day night

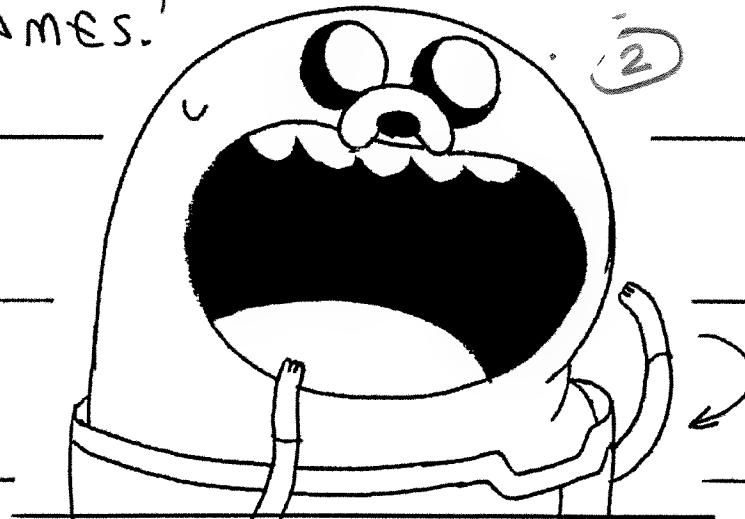


Dialog:

1. I LOVE YOU JAMES!

Action:

Timing:



JAKE'S BODY SPINS AROUND SO THE REST OF HIM IS FACING FORWARD.

JUN 27 2013

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EPISODE #

1014/151

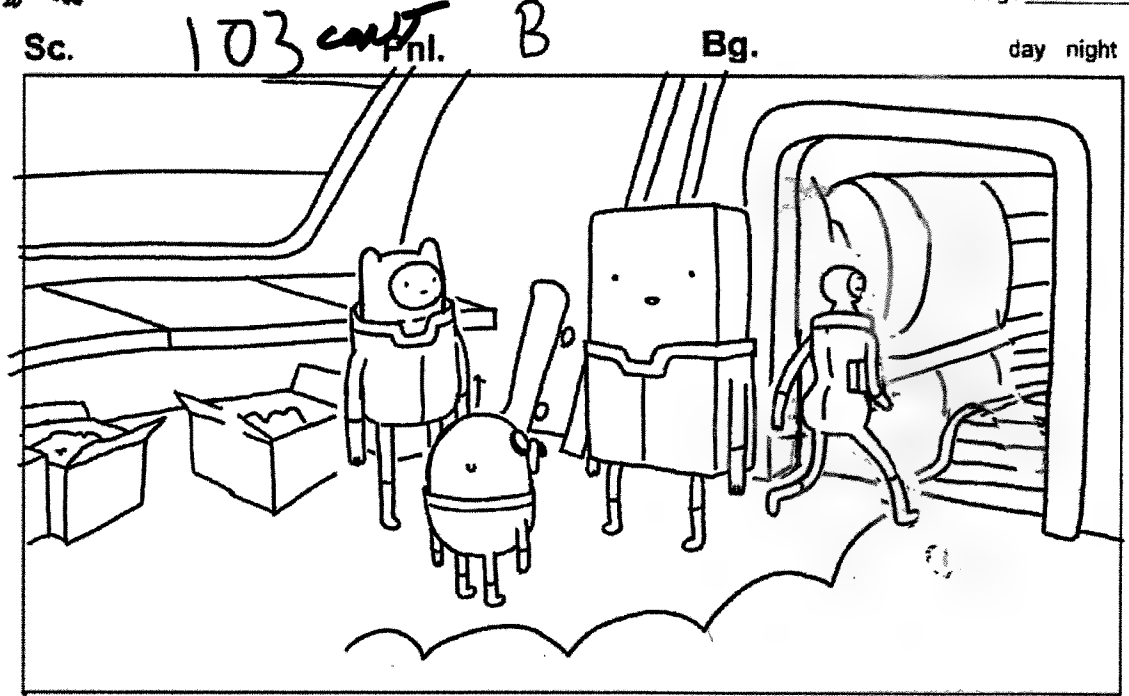
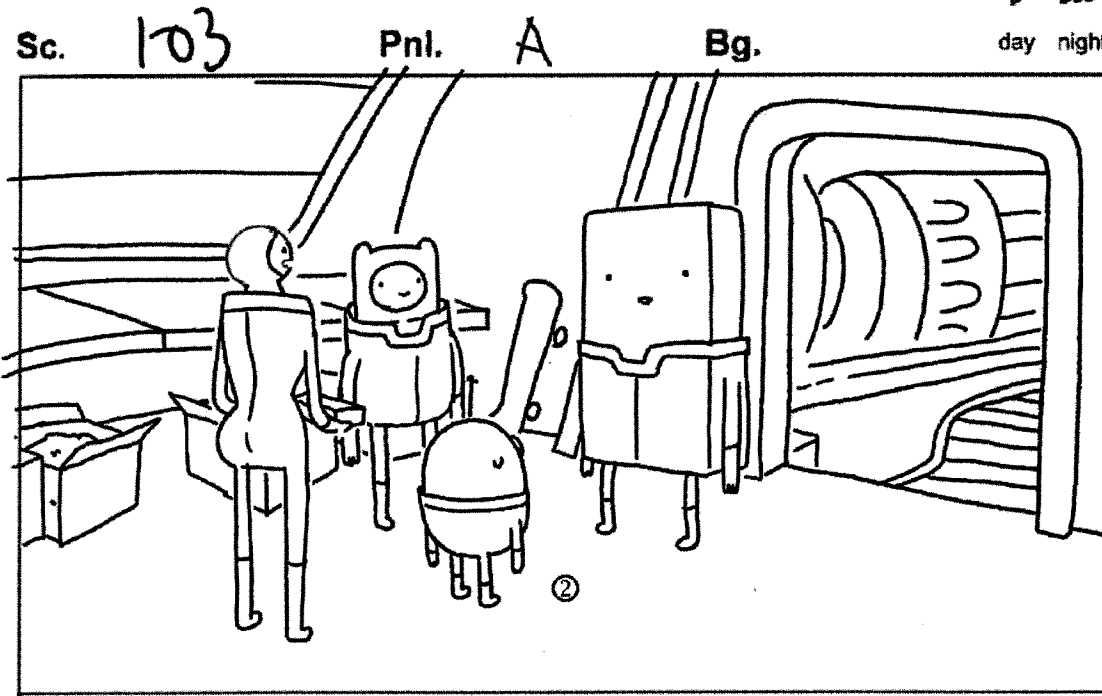
Production :

1014/151

# ADVENTURE TIME



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**Dialog:**  
PB / I KNEW YOU COULD DO IT, JAMES.

**Action:**  
 - PB WALKS OFF/S.

**Timing:**

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JUN 27 2013

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1014/151

1014/151

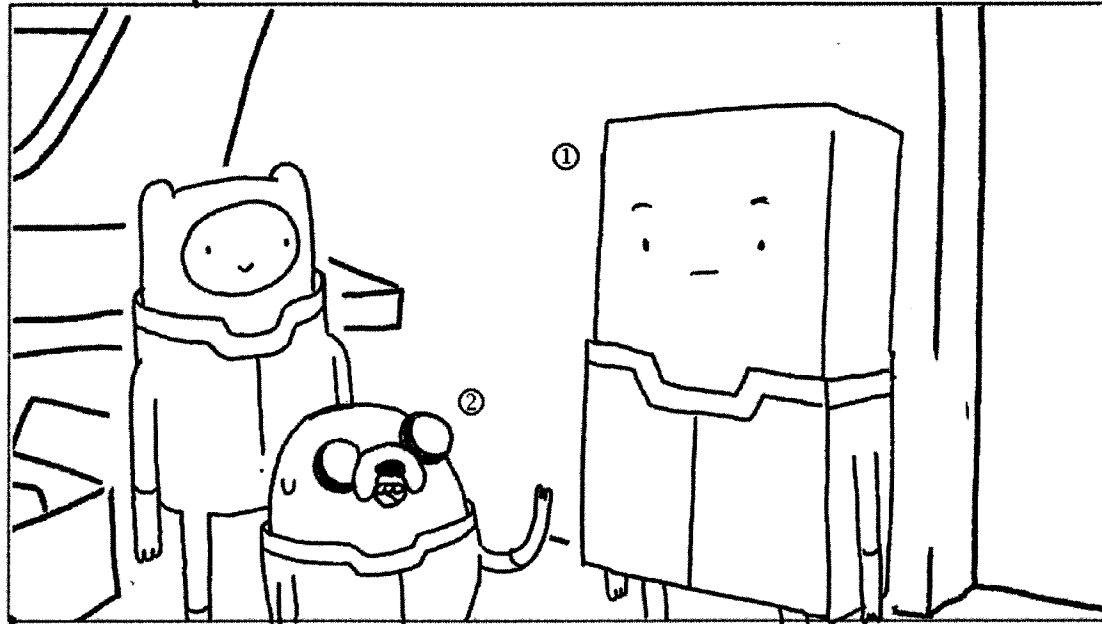
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# ADVENTURE TIME

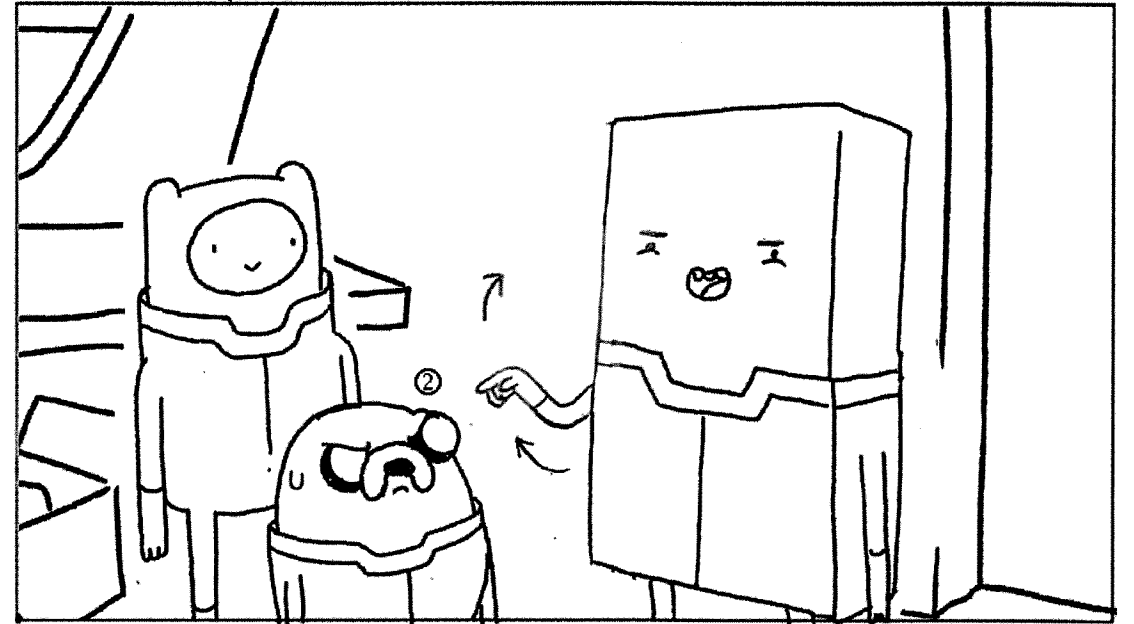


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Sc. 104 Pnl. A Bg. day night

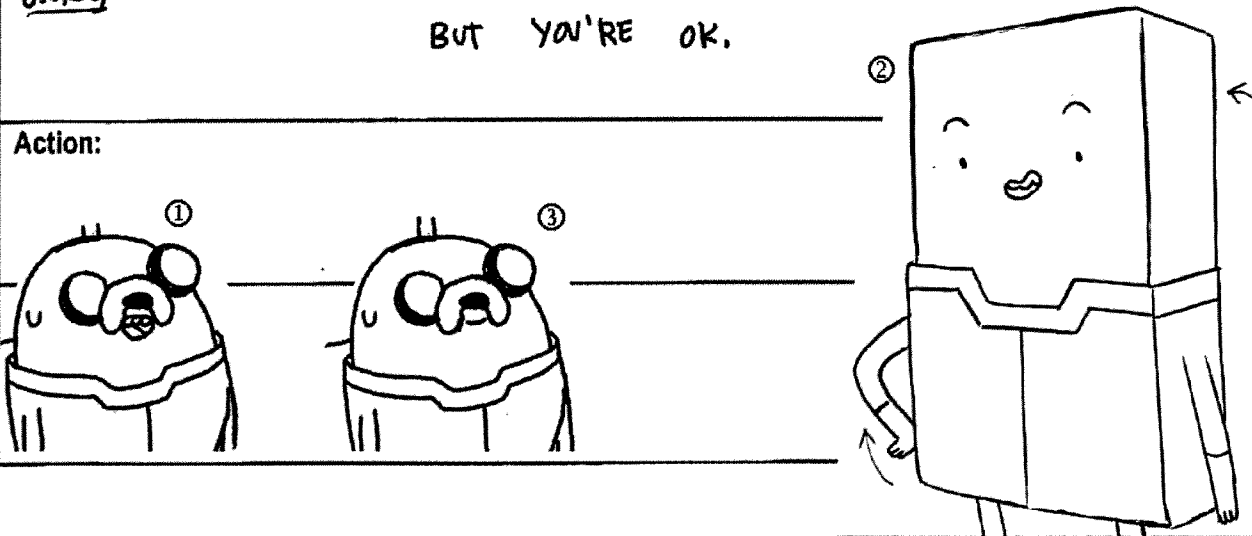


Sc. 104 cont Pnl. B Bg. day night

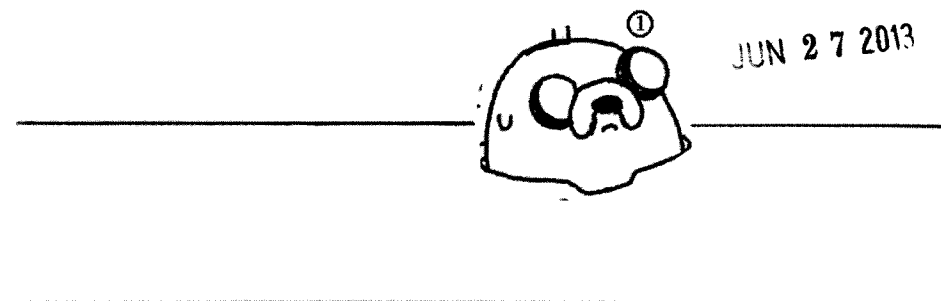


Dialog:  
JAKE/ Y'KNOW JAMES. I WASN'T SURE ABOUT YOU AT FIRST,  
 BUT YOU'RE OK.

Action:



JAMES/ <sup>(B1)</sup> THANKS JAKE. <sup>(B)</sup> I WASN'T SURE  
 ABOUT YOU EITHER.



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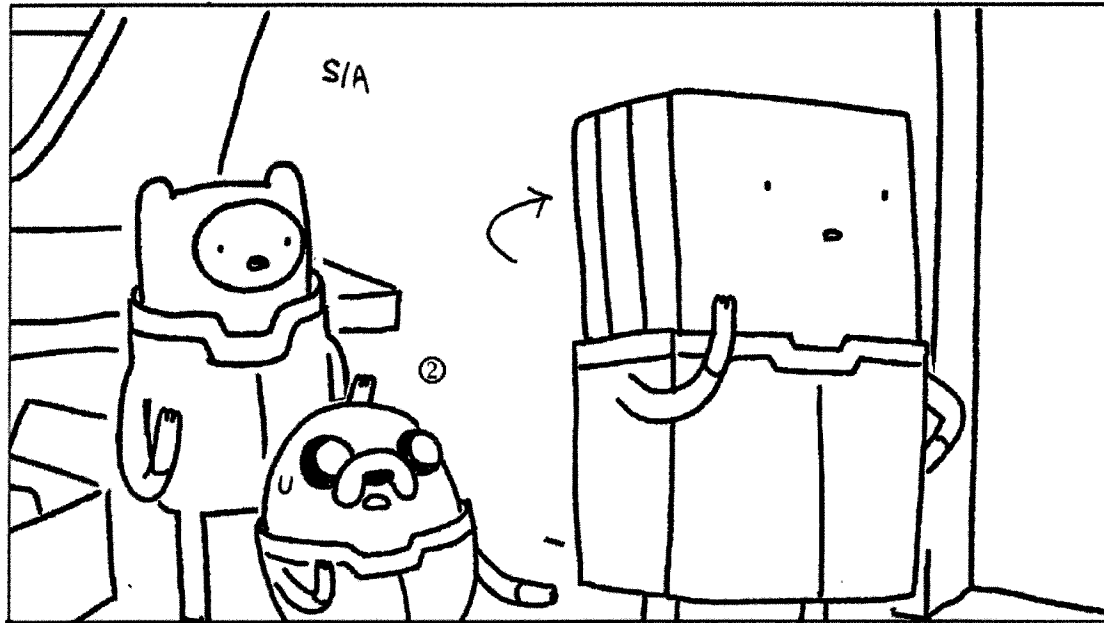
Production :

1014/151

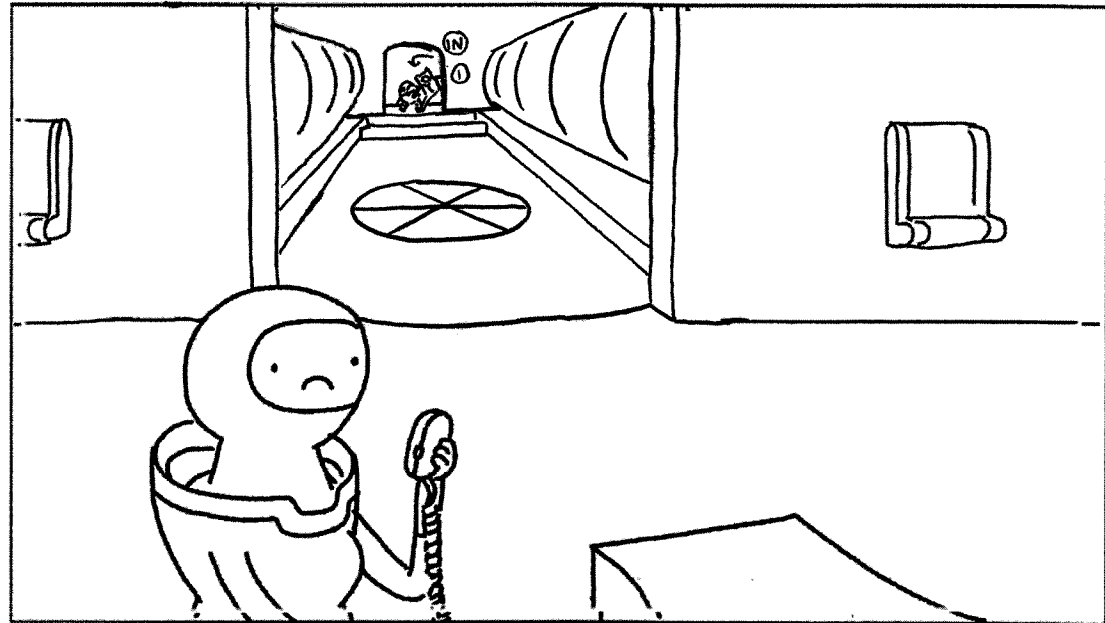
# ADVENTURE TIME



Sc. 104 *cont* Pnl. C Bg. day night



Sc. 105 Pnl. A Bg. day night



Dialog:	PB: (O/S) JAMES, THE RADIO'S STILL NOT WORKING!	
Action:		
Timing:		

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134A NEXT

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Production :

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ADVENTURE TIME



Page 134A

135 NEW  
day night

Sc. 105 *CONT*

Pnl. B

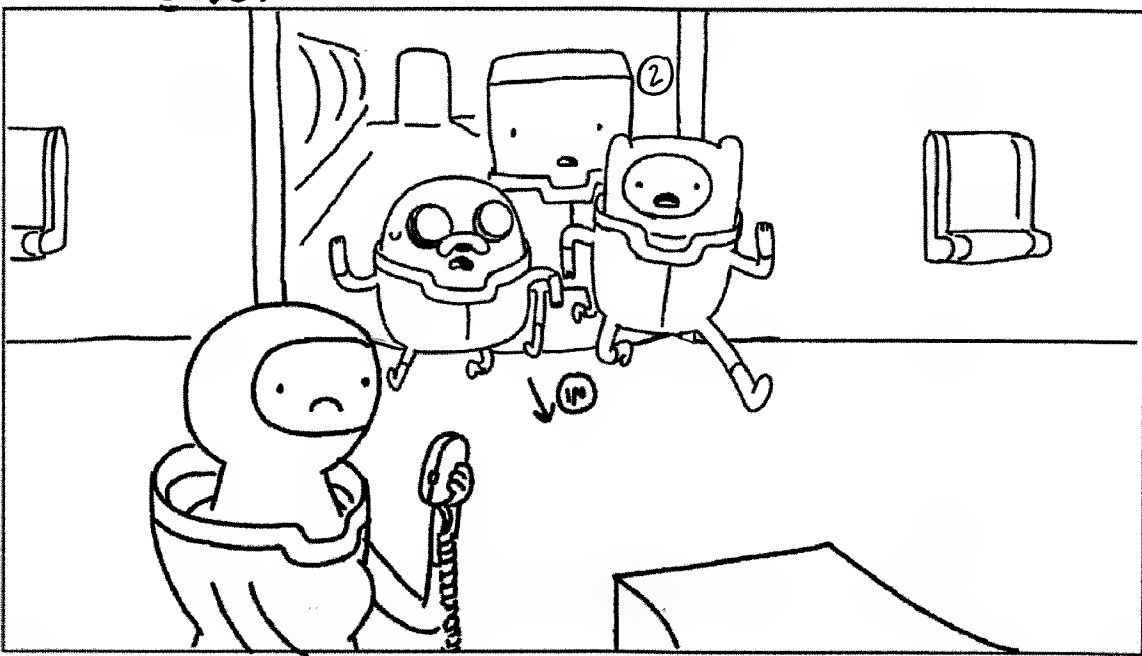
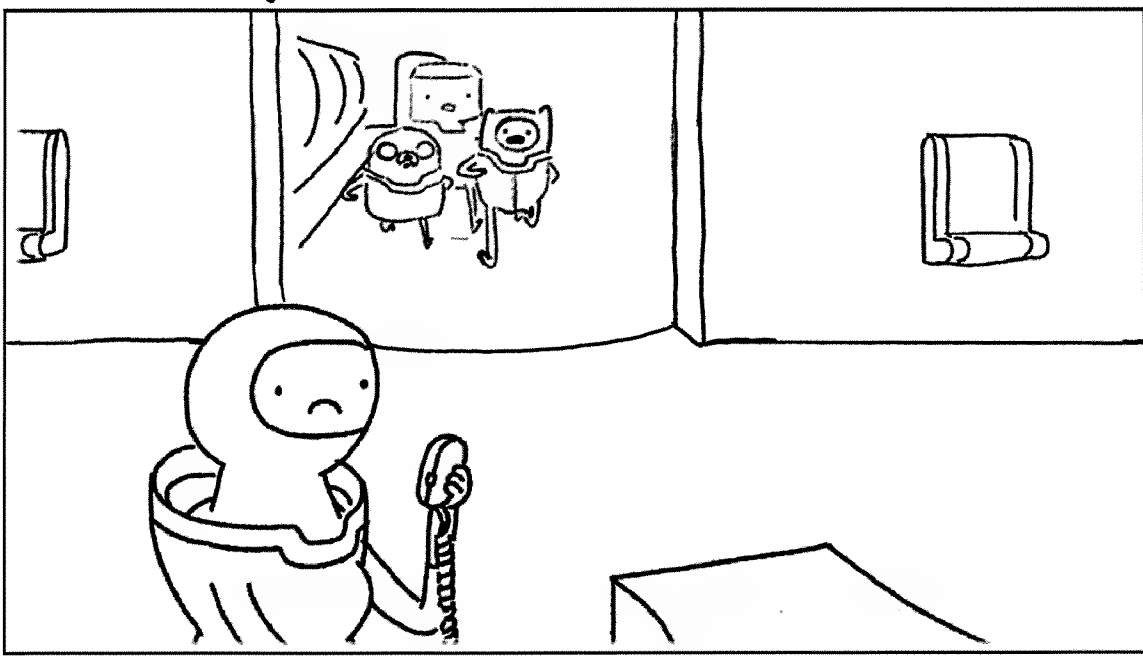
Bg.

day night

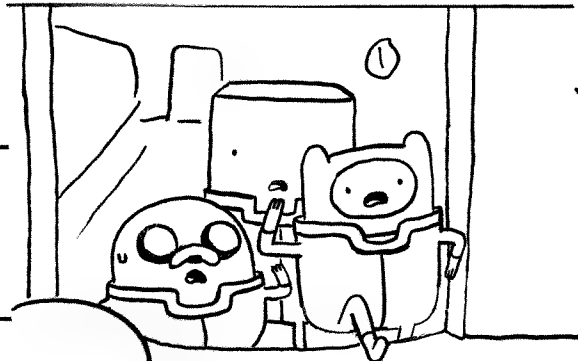
Sc. 105 *CONT*

Pnl. C

Bg.



Dialog:	F + J + JAMES : (RUNNING)
Action:	THEY ALL RUN IN.
Timing:	



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1014/151

Production :

1014/151

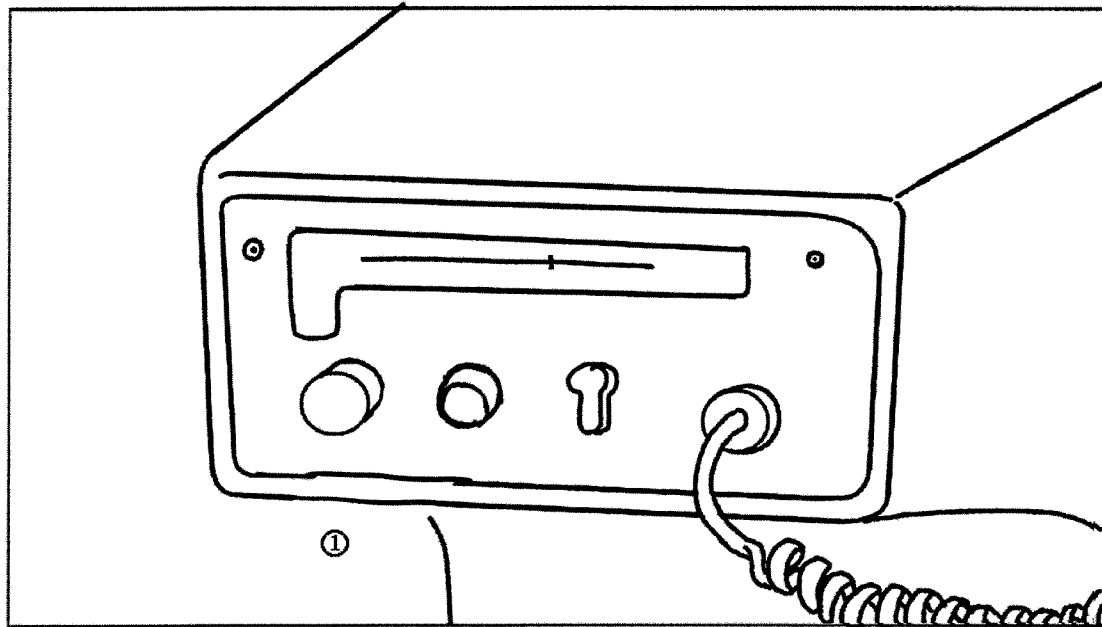
1014/151  
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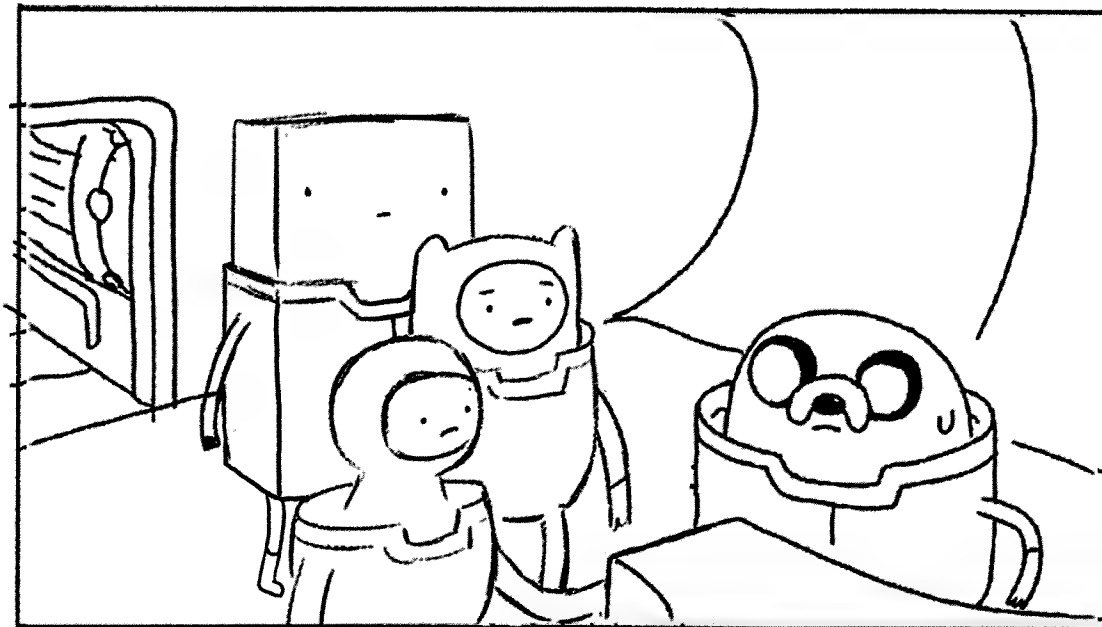
# ADVENTURE TIME



Sc. 106 Pnl. A Bg. day night



Sc. 107 Pnl. A Bg. day night



Page 135  
135A NEXT  
day night

Dialog:

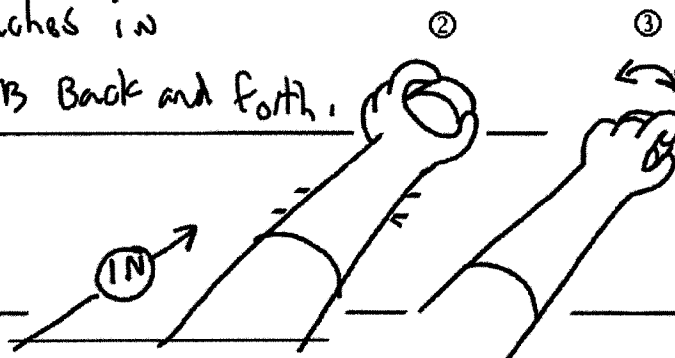
(w/s)

PB: I'M NOT GETTING  
ANY SIGNAL ...

Action:

-PB's hand Reaches in  
and turns knobs Back and forth.

Timing:



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1014/151

1

JUN 27 2013

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# ADVENTURE TIME



Page 135A

*135NEXT*  
day night

Sc. 107 *CONT*

Pnl. B

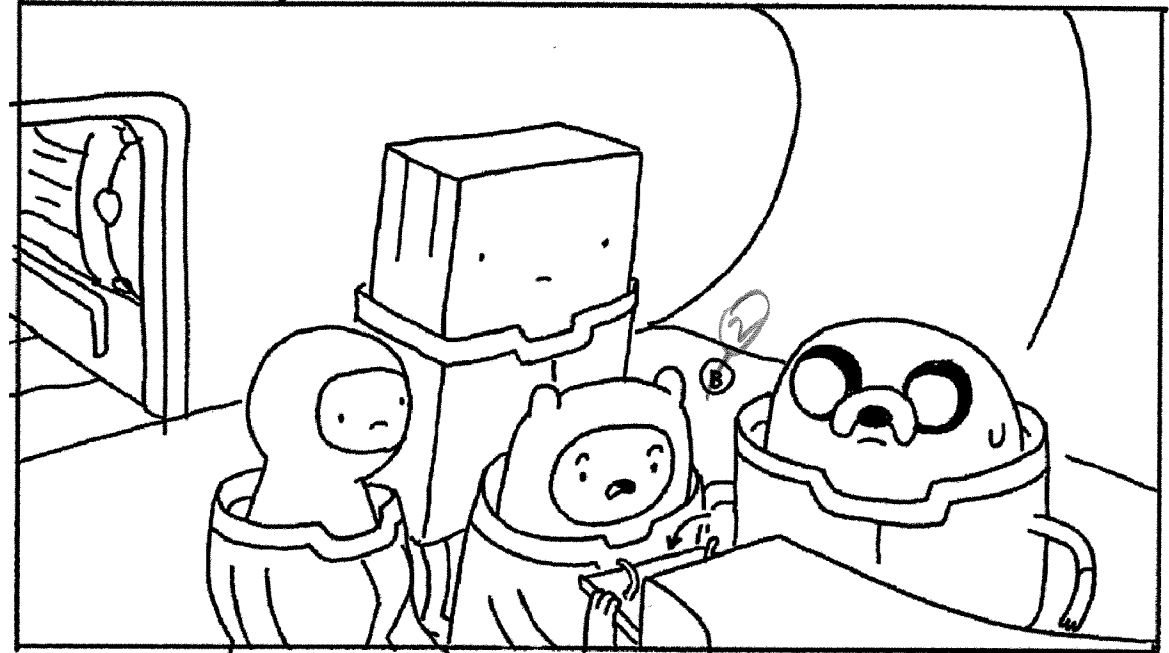
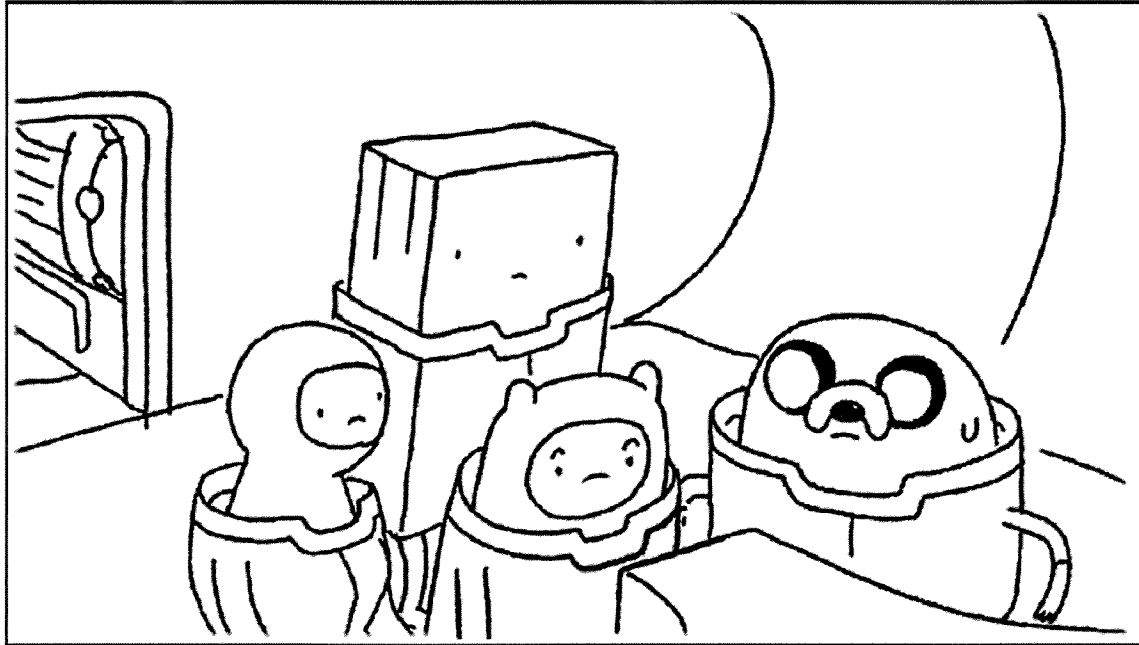
Bg.

day night

Sc. 107 *CONT*

Pnl. C

Bg.



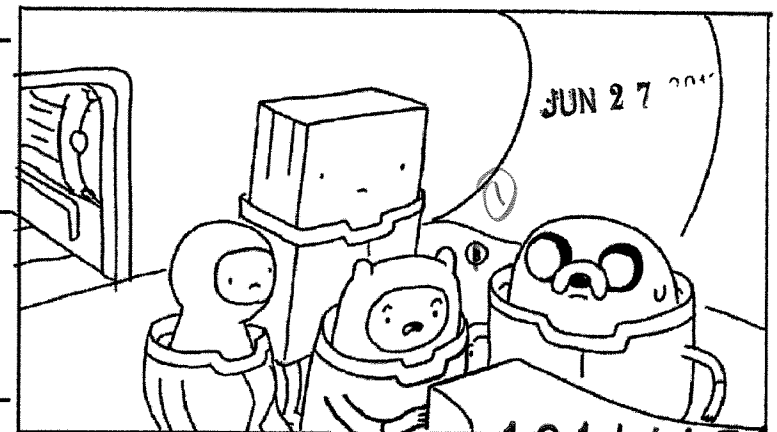
Dialog:

F/WHAT THE SKUNK?

Action:

FINN pulls open the  
control panel.

Timing:



EPISODE # 1014-151

1014/151

Production :

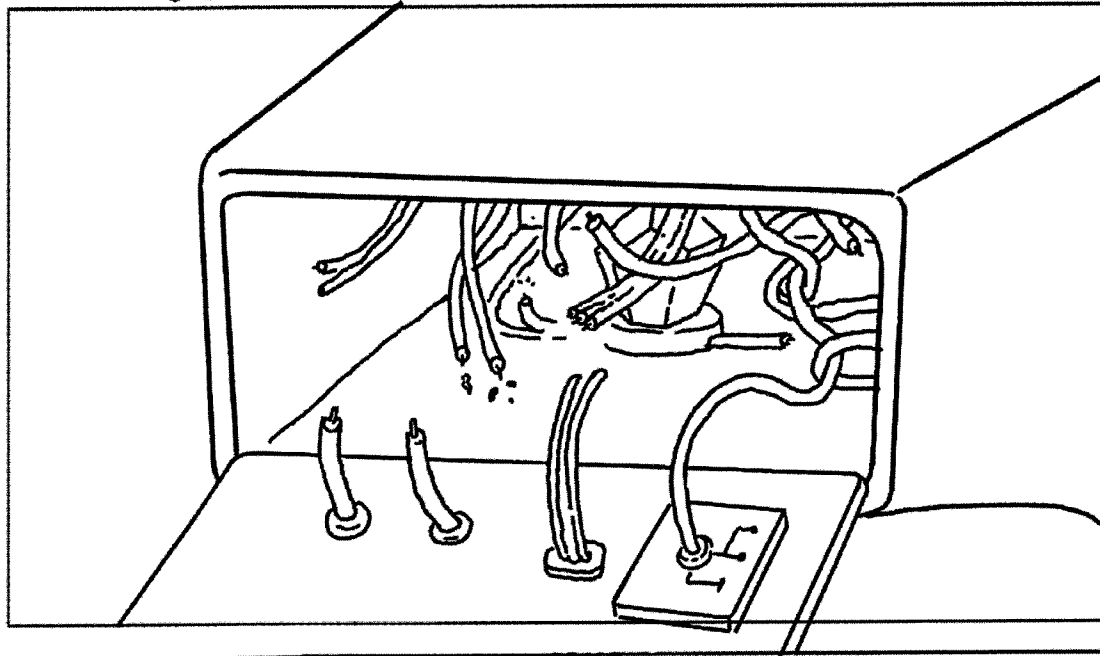
1014/151

# ADVENTURE TIME

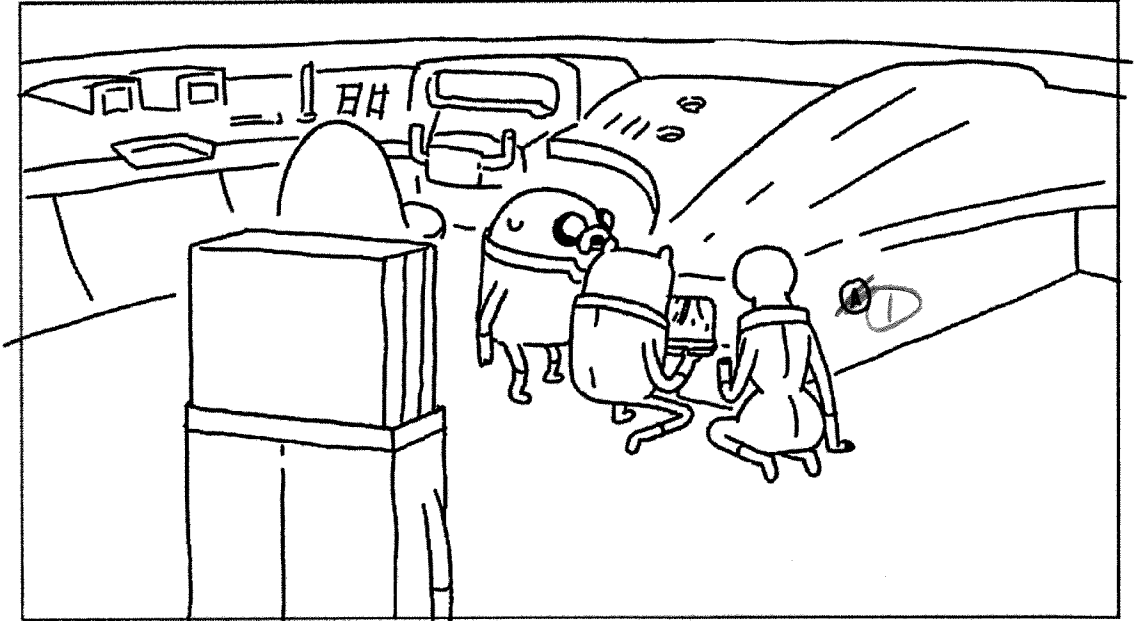


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Sc. 108 Pnl. A Bg. day night



Sc. 109 Pnl. A Bg. day night



Dialog:

F: JAMES!

Action: The interior of the control panel is  
ALL messed up, CORDS ARE DISCONNECTED

- They all turn to  
look at James.

Timing:



EPISODE # 1014-151

1014/151

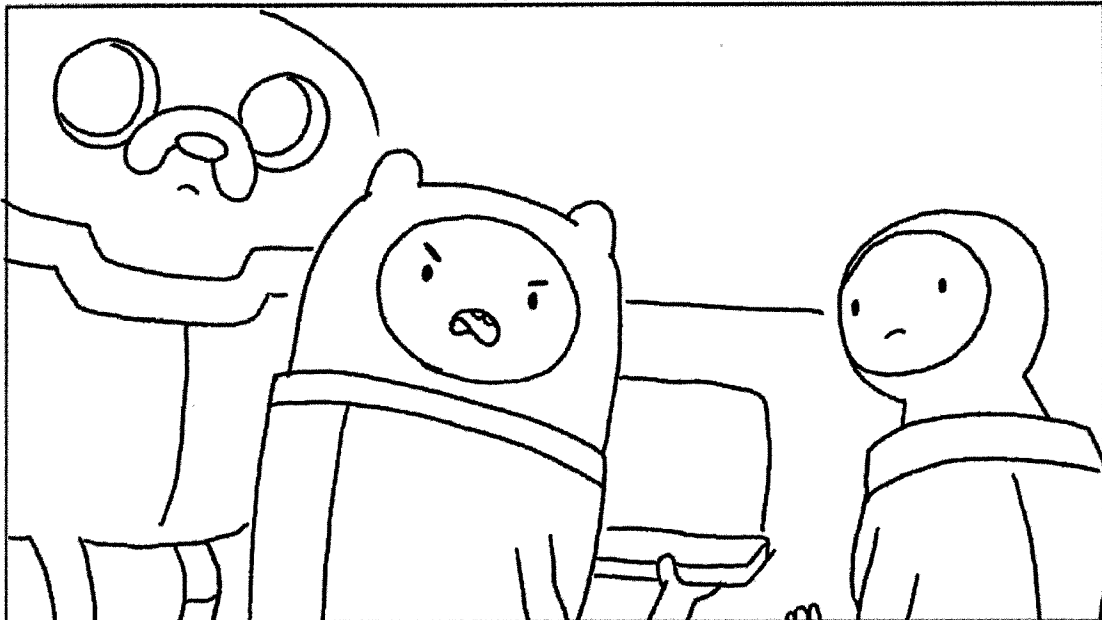
1014/151

ADVENTURE TIME

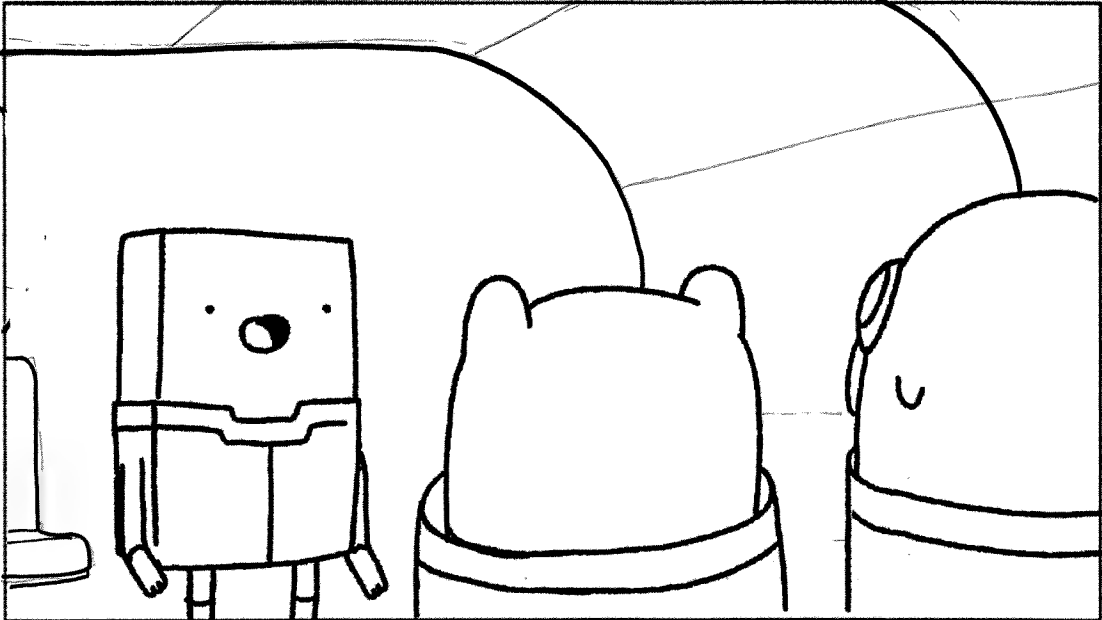


Page 137

Sc. 110 Pnl. A Bg. day night



Sc. 111 Pnl. A Bg. day night



Dialog:
<u>F</u> / IT'S ALL SANCHED UP. <u>JAMES</u> / JAMES IS LIKE ...
Action:
Timing:

JUN 27 2015

1014-151 EPISODE #

1014/151

1014/151

1014/151

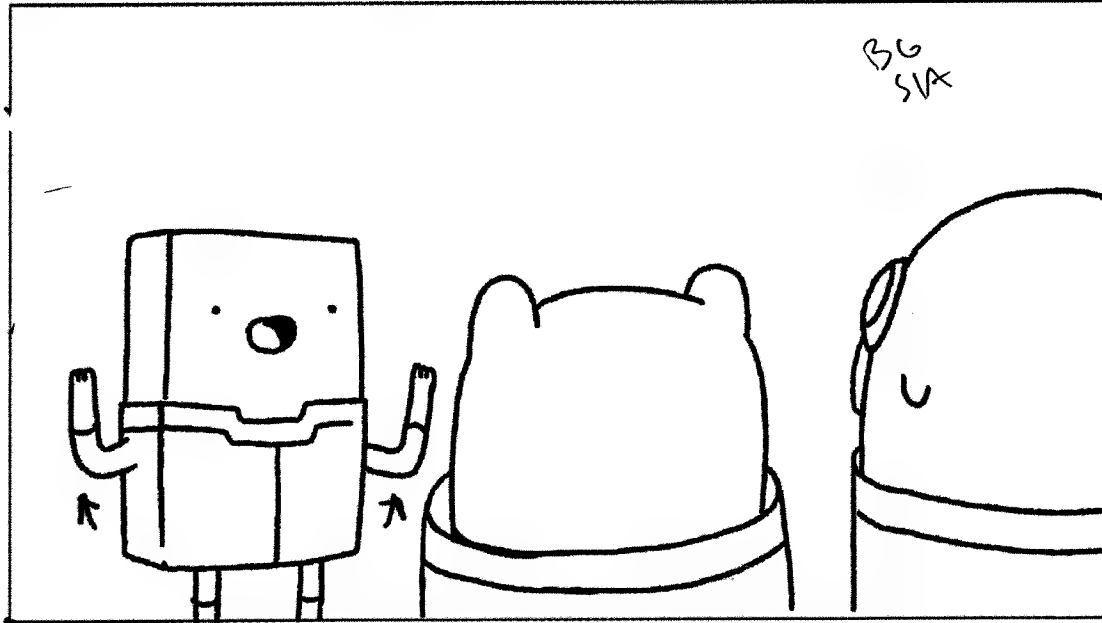
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# ADVENTURE TIME

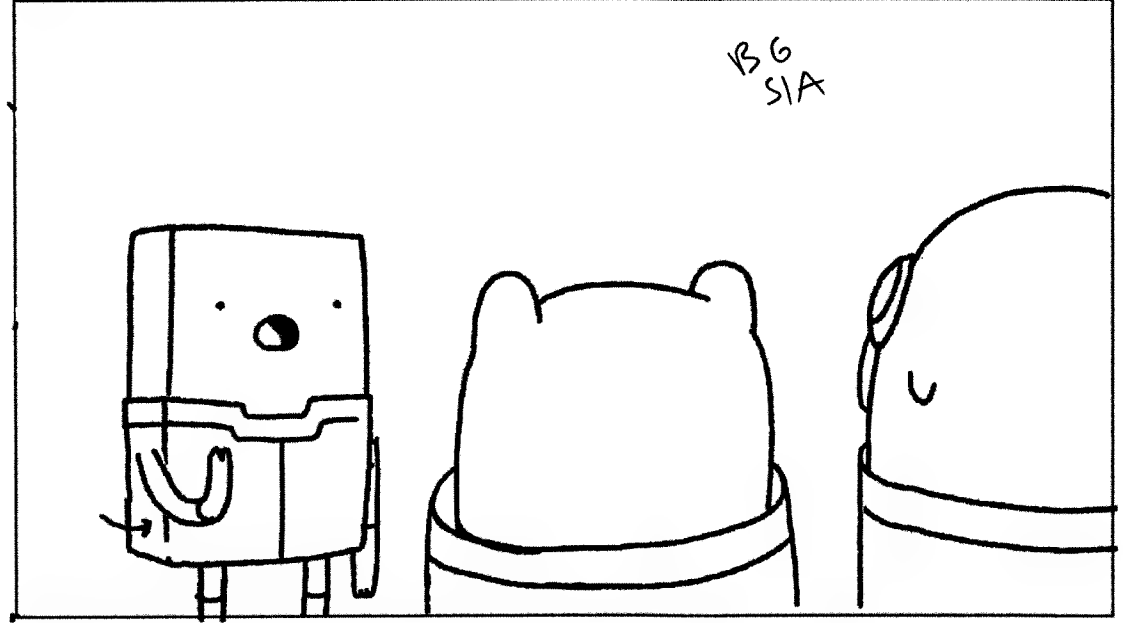


Page 138

Sc. 111 CONT Pnl. B Bg. day night



Sc. 111 CONT Pnl. C Bg. day night



Dialog:

JAMES / WAAAAA—

JAMES / IT WAS WORKIN JUST  
A SECOND AGO, I SWEARS

Action:

Timing:

JUN 27 2013

1014-151

EPISODE #

1014/151

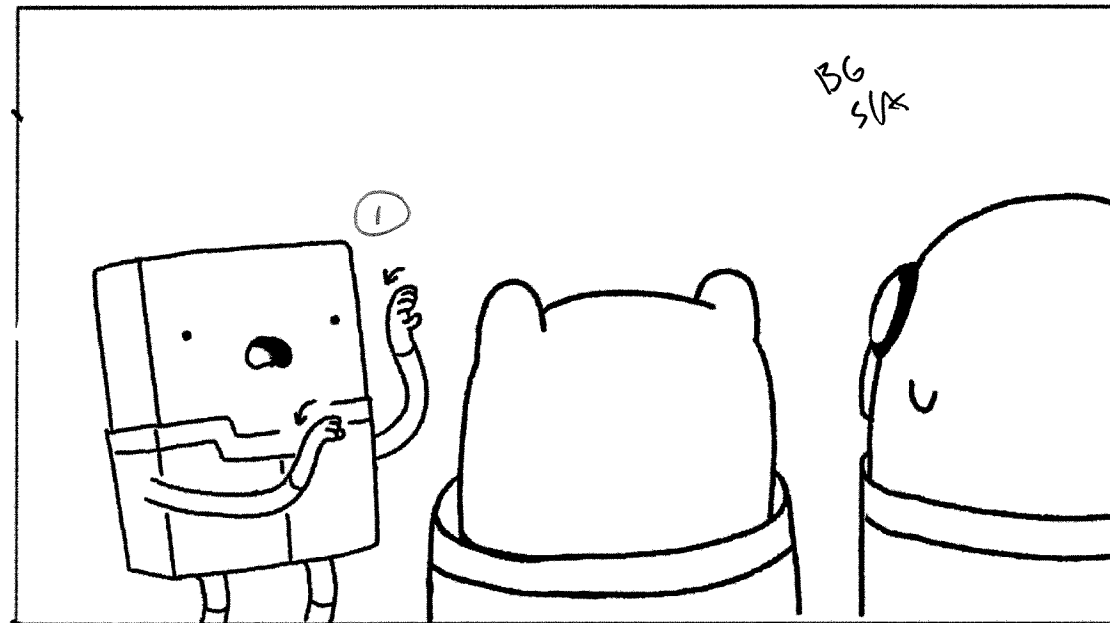
Production :

1014/151

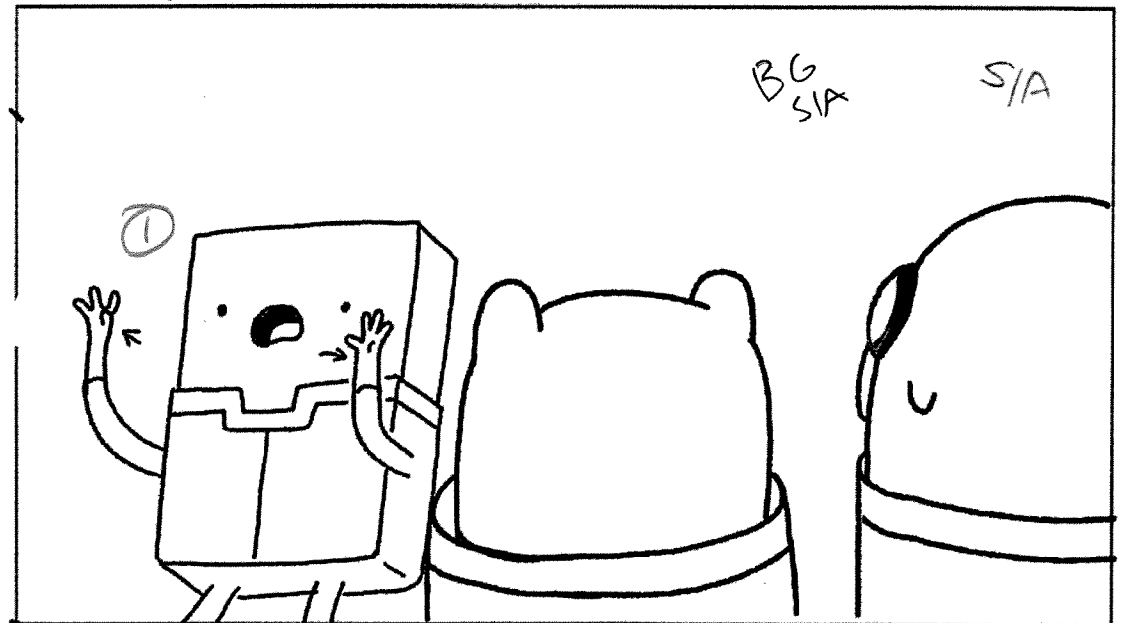
ADVENTURE TIME



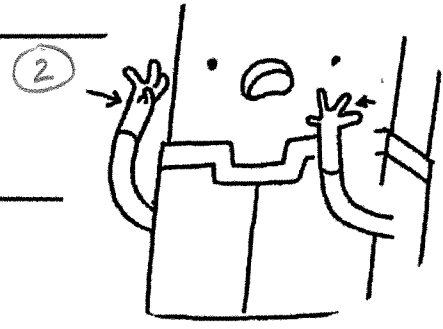
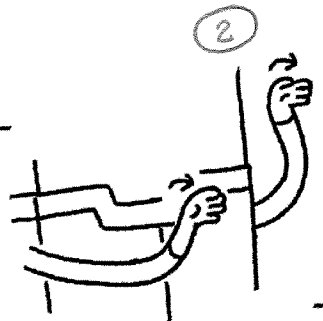
Sc. 111 cont Pnl. D Bg. day night



Sc. 111 cont Pnl. E Bg. day night



Dialog:	
JAMES/ I WENT LIKE CHOO CHOO CHOO CHOO,	J/ AND THE RADIO WAS ALL LIKE PLESHEWWARRR RRA RAR. (LIKE STATIC)
Action:	
JAMES IS ROTATING HANDS	
Timing:	



JUN 27 2013

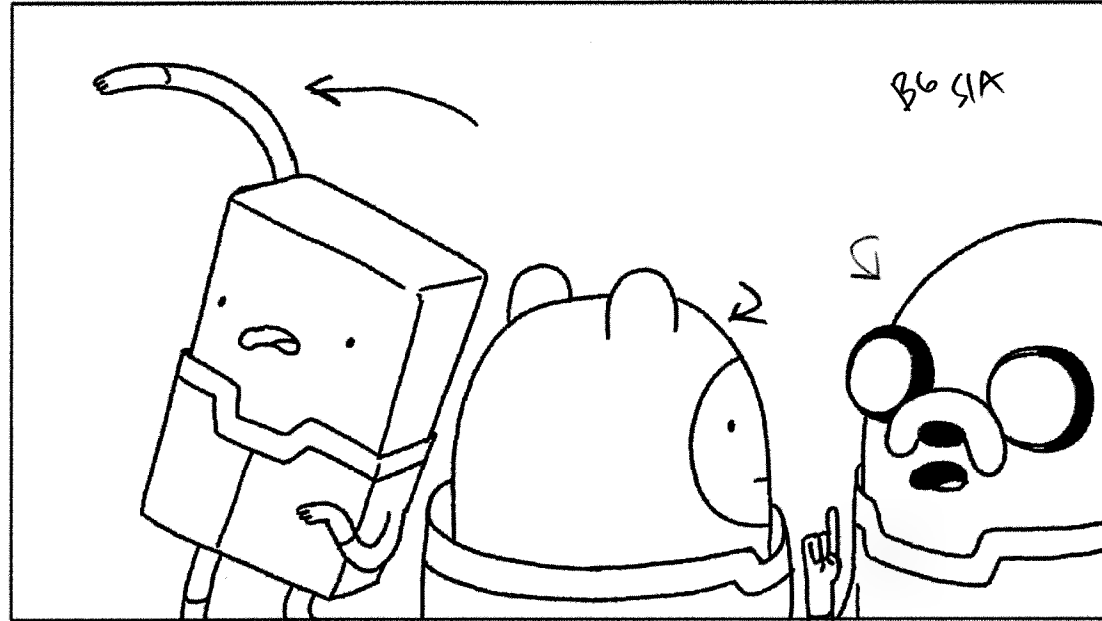
1014-151  
EPISODE #  
Production :

# ADVENTURE TIME

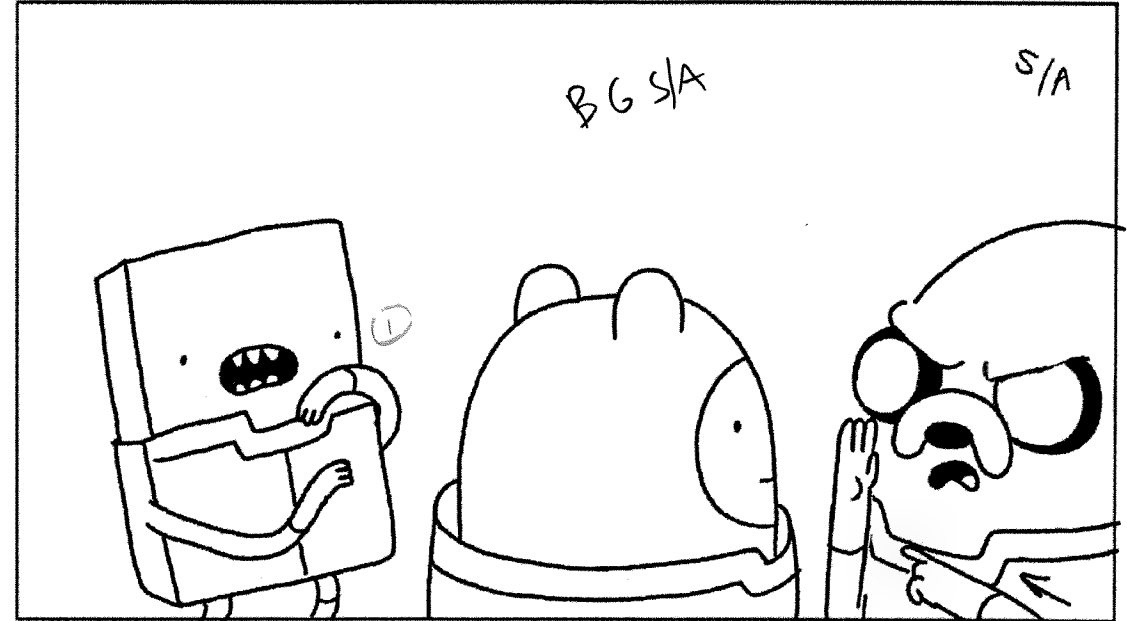


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Sc. 11 | CONT Pnl. F Bg. day night



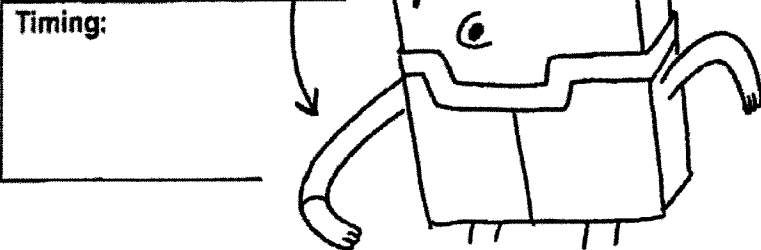
Sc. 11 | CONT Pnl. G Bg. day night



Dialog: JAKE/ I TAKE IT BACK. (F1)  
JAMES/ BUT THEN I WAS LIKE BWRAAAW WWWW.  
(PLANE SOUND)

JAKE/ THIS GUY'S TOTALLY...  
JAMES/ AND IT WENT BROW BROW BROW.

Action: (F1) - F+J TURN TOWARDS EACH OTHER.



JUN 27 2013

1014-151

EPISODE #

1014/151

Production :

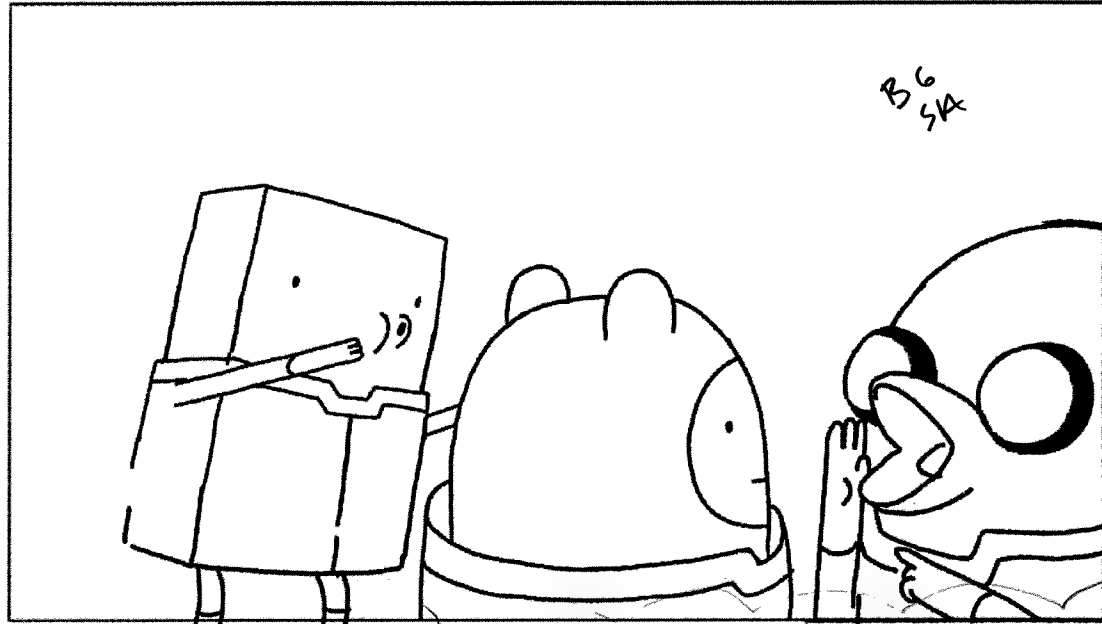
1014/151

# ADVENTURE TIME

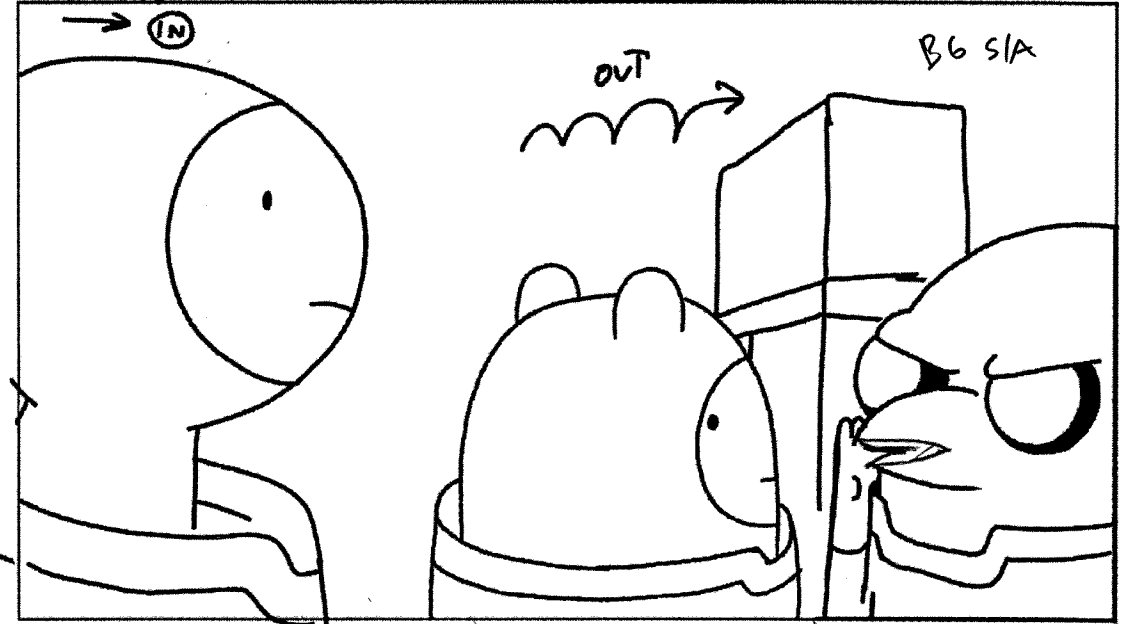


Page 141

Sc. 111 *CONT* Pnl. 4 Bg. day night



Sc. 111 *CONT* Pnl. 5 Bg. day night



<p>Dialog:</p> <p>JAKE/ [CUCKOO CALL]</p> <p>JAMES/ VRT.</p>	<p>JAKE/ THIS IS MY CUCKOO FACE.</p> <p>JAMES/ SHOOOOOOO...</p>
<p>Action: - JAKE TURNS INTO A BIRD FACE.</p>	<p>- PB WALKS ON/S.</p>
<p>Timing:</p>	<p>JUN 27 2013</p>

1014-151

EPISODE #

1014/151

Production :

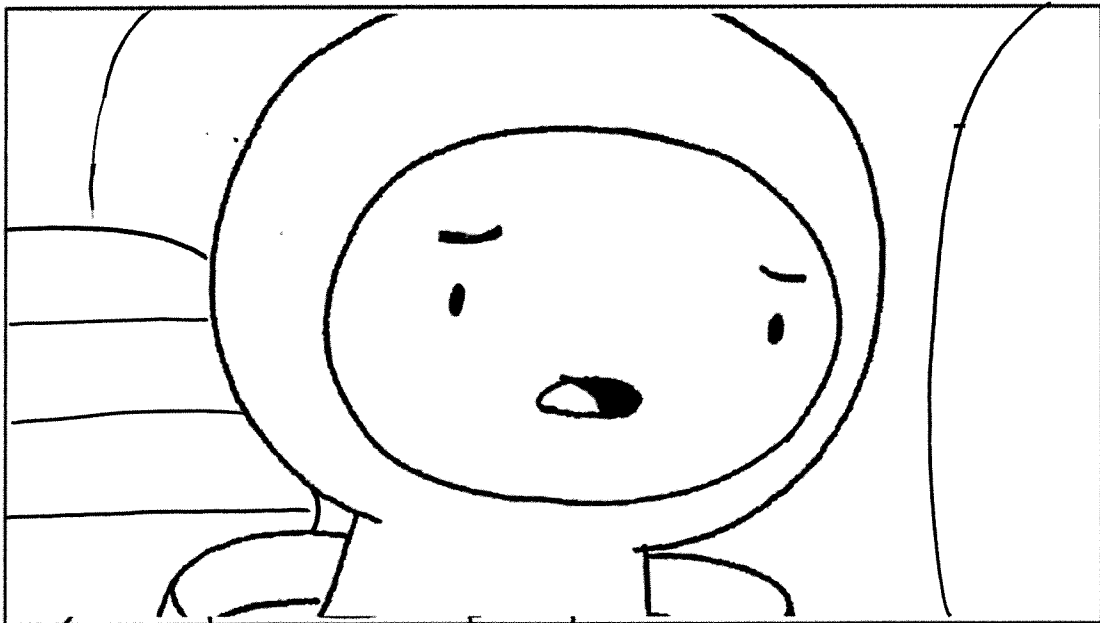
1014/151

1014/151

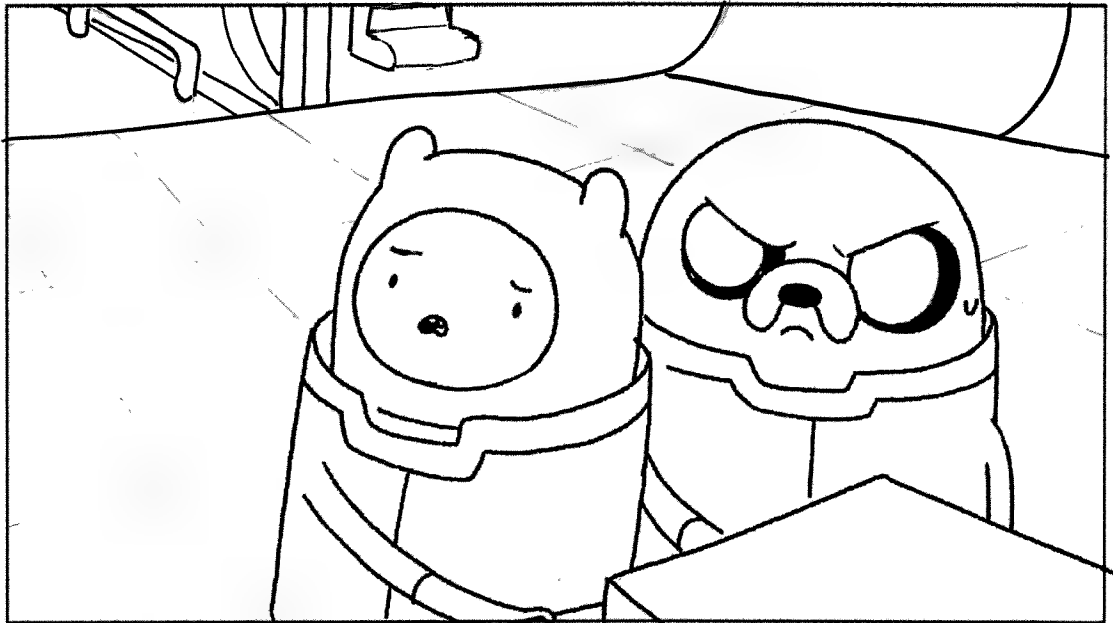
ADVENTURE TIME



Sc. 112 Pnl. A Bg. day night



Sc. 113 Pnl. A Bg. day night



Dialog:	
PB/ he did his Best, you Guys...	F/ RIGHT... RIGHT...
Action:	
JUN 27 2013	
Timing:	

1014-151

EPISODE #

1014/151

Production :

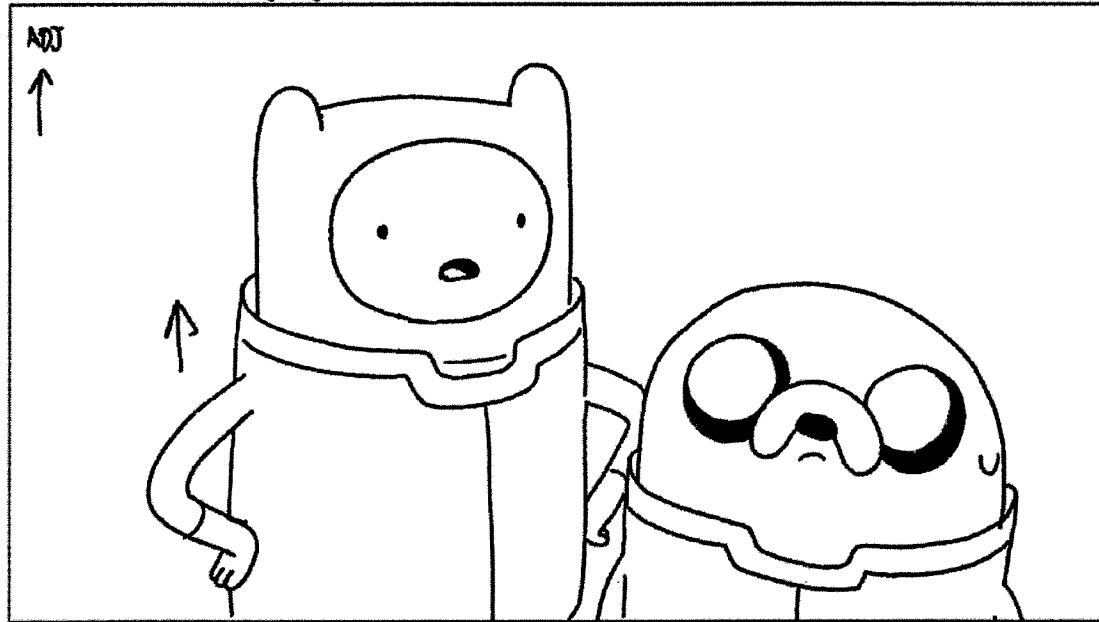


# ADVENTURE TIME

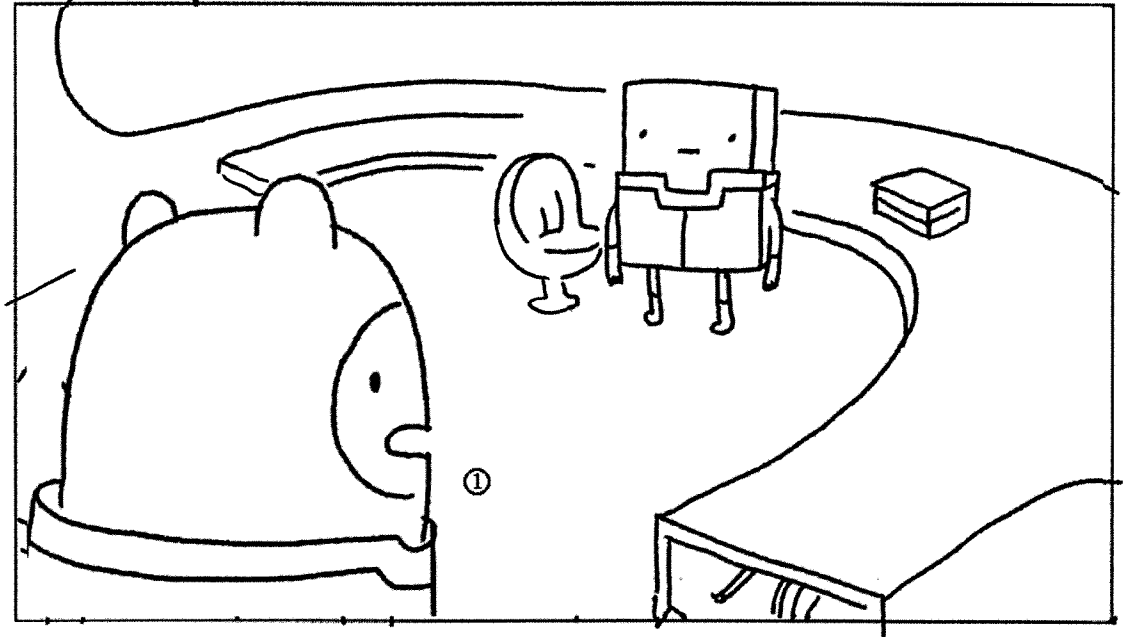


Page 143

Sc. 113 CONT Pnl. B Bg. day night



Sc. 114 Pnl. A Bg. day night



Dialog:

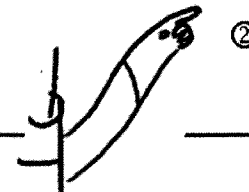
F/ OK, TIME FOR PLAN B.

F/ JAMES, PASS ME THEM FLARES.

Action: - FINN STANDS UP. CAMERA PANS UP.

JUN 27 2013

Timing:



1014-151

EPISODE #

1014/151

Production :

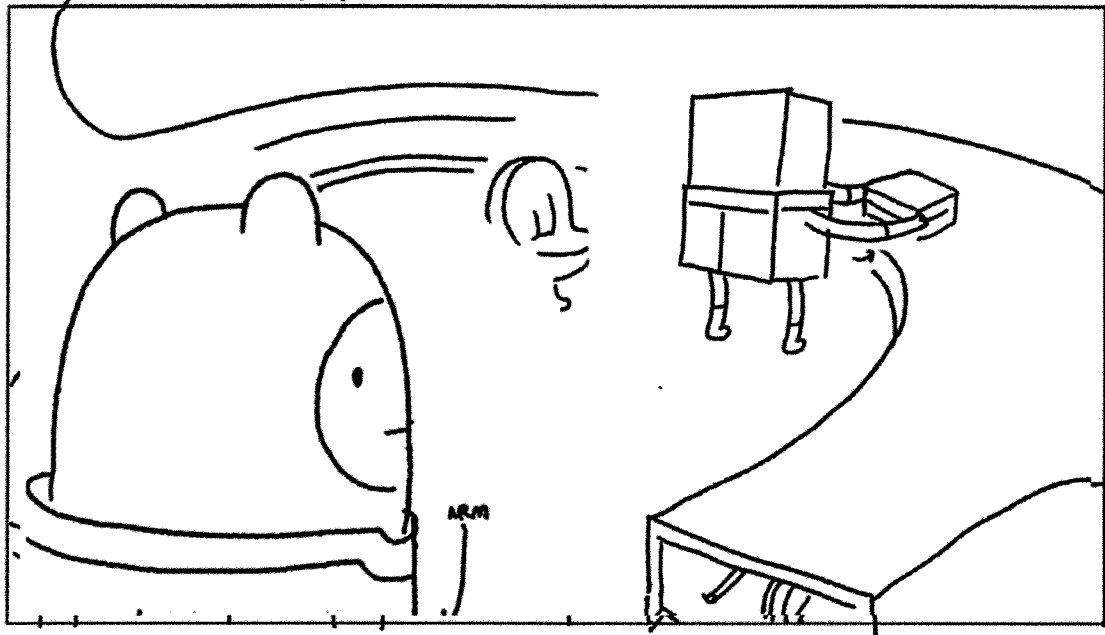
1014/151

# ADVENTURE TIME

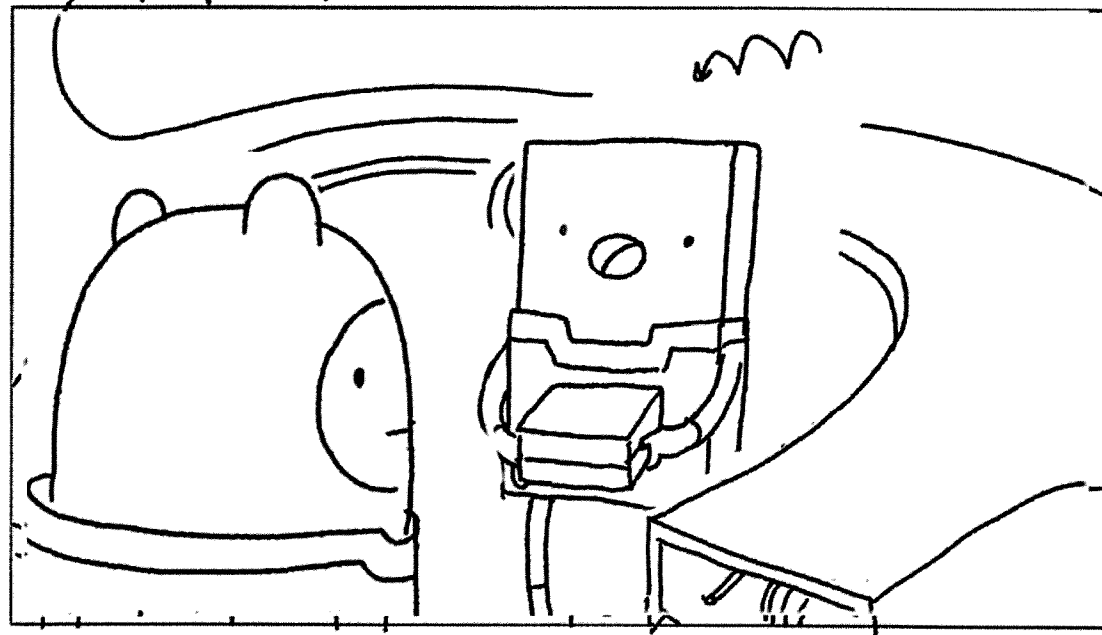


Page 144

Sc. 114 cont Pnl. B Bg. day night



Sc. 114 cont Pnl. C Bg. day night



Dialog:

JAMES / CHK-KODO.

JAMES / BYODP. A FLARE FOR M'IEGE.

Action:

- James GRABS THE FLARES,

- JAMES WALKS FORWARD

Timing:

JUN 27 2013

Production :

1014-151

EPISODE #

1014/151

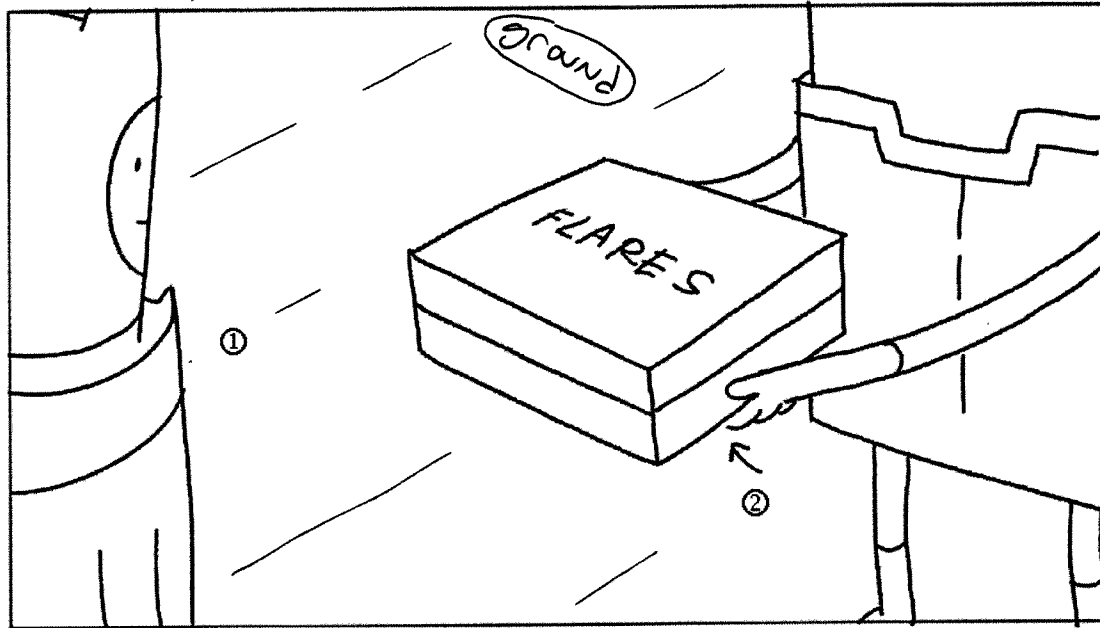
1014/151

# ADVENTURE TIME

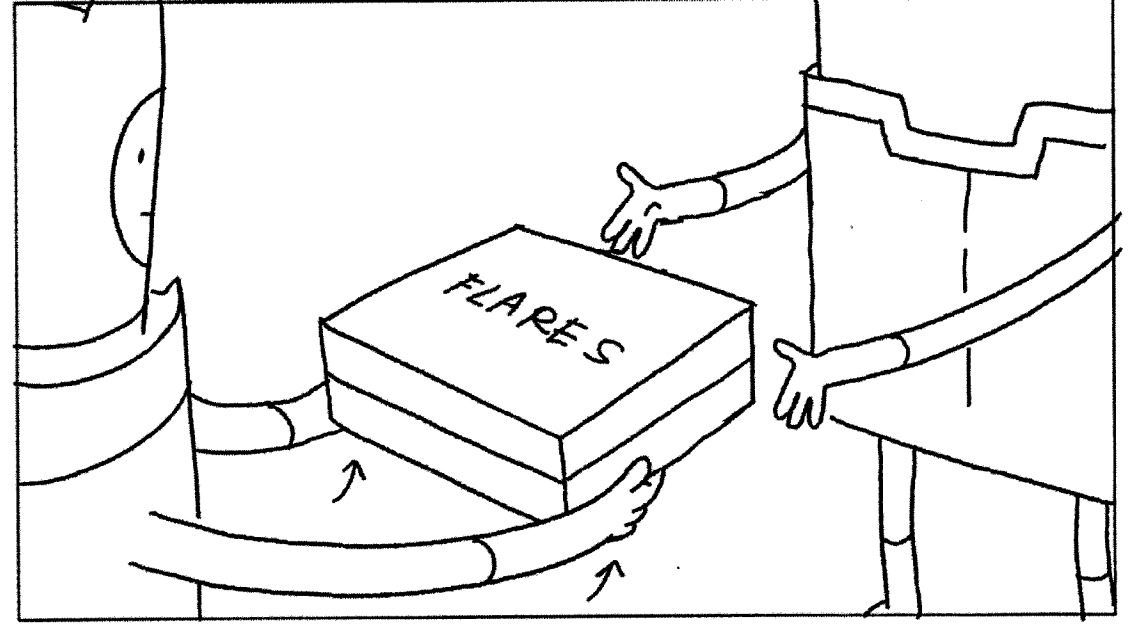


Page **145**

Sc. **115** Pnl. **A** Bg. day night



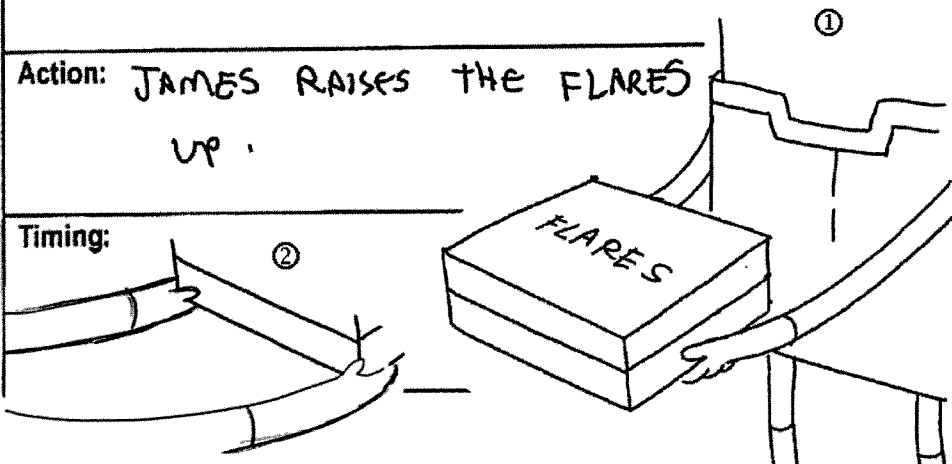
Sc. **115** Pnl. **B** Bg. day night



Dialog:

Action: JAMES RAISES THE FLARES UP.

Timing:



FINN GRABS THEM FLARES.

JUN 27 2013

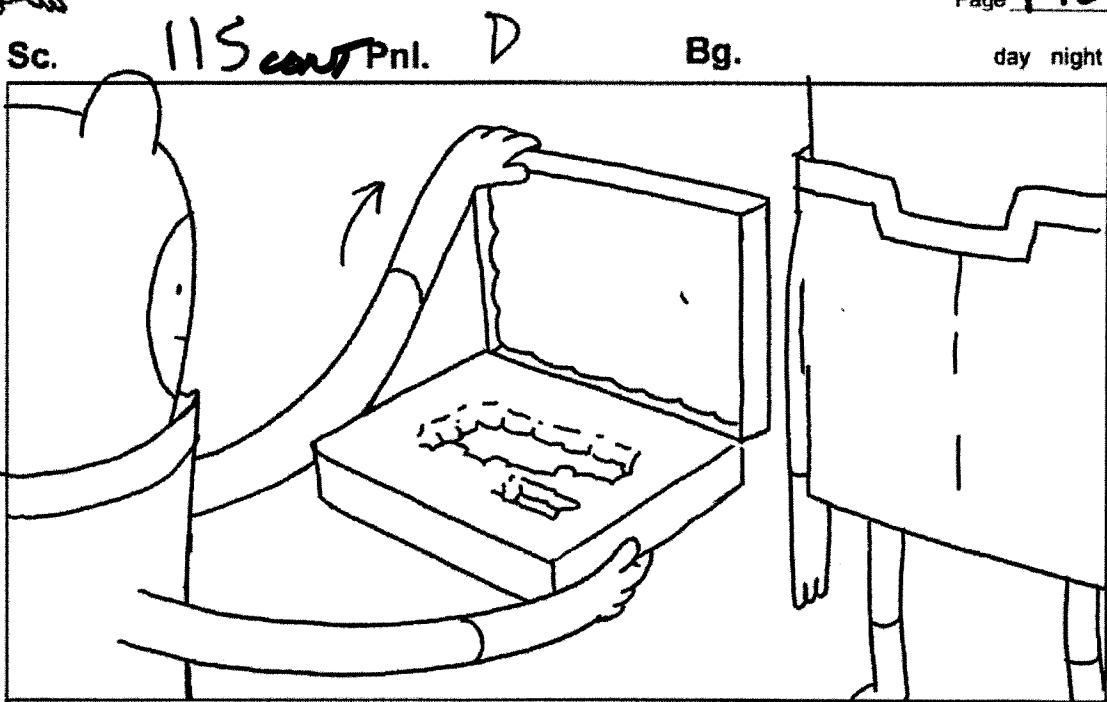
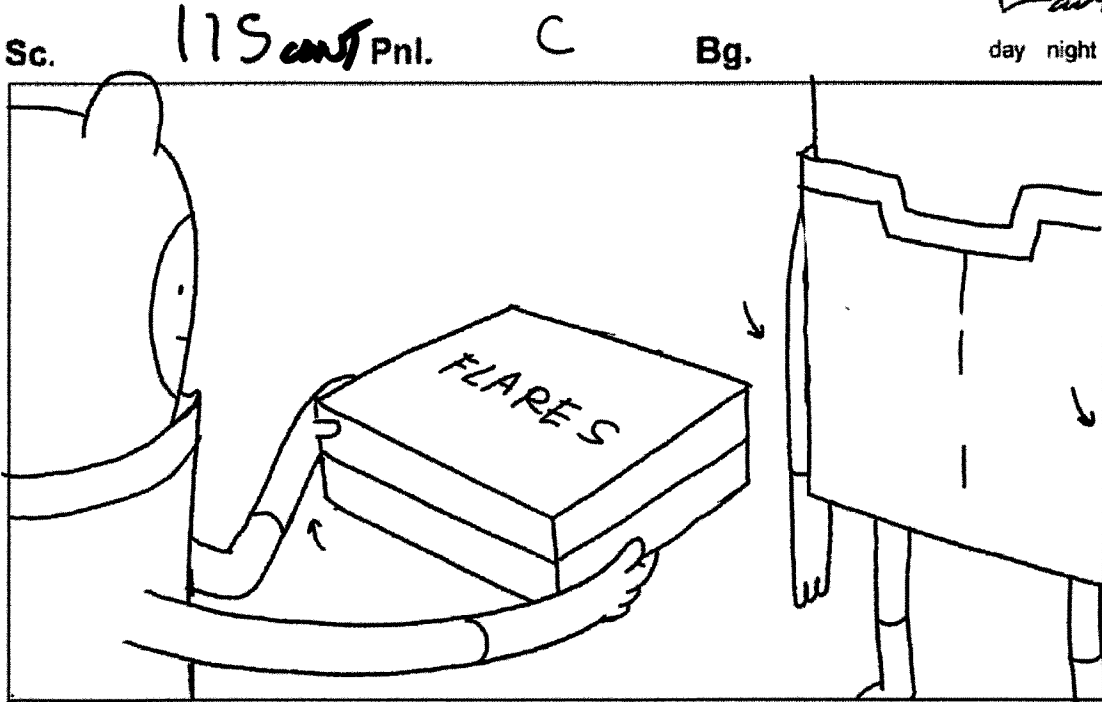
1014-151

EPISODE #

Production :

1014/151

ADVENTURE TIME



Dialog:
Action:
Timing:

- FINN opens up CASE REVEALING Empty IMPression of FLARE GUN.

JUN 27 2013

1014-151

EPISODE #

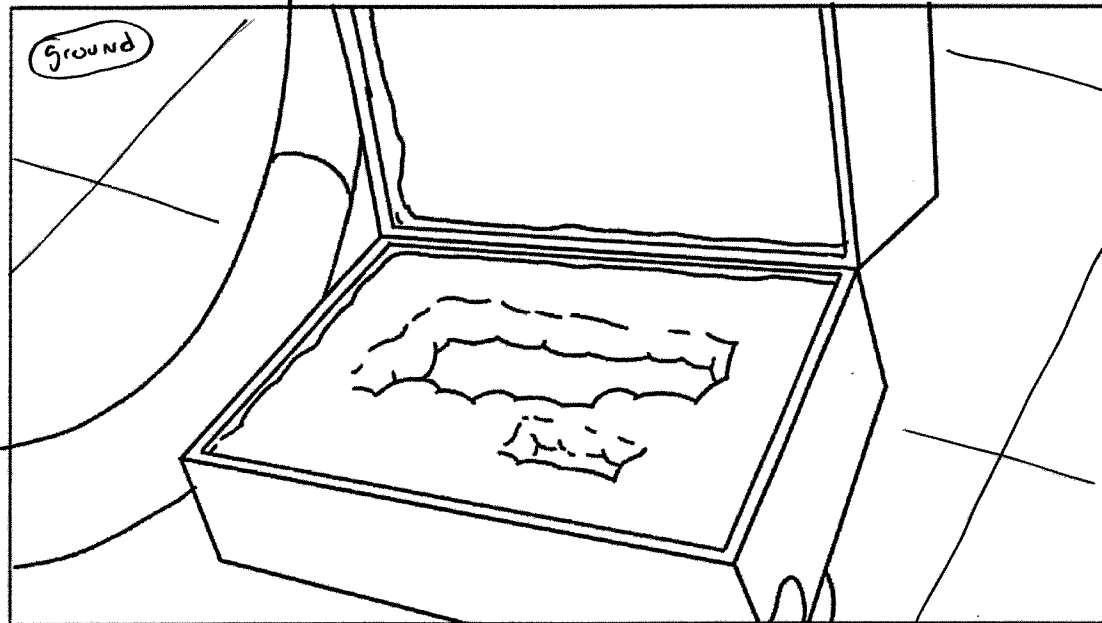
1014/151

Production :

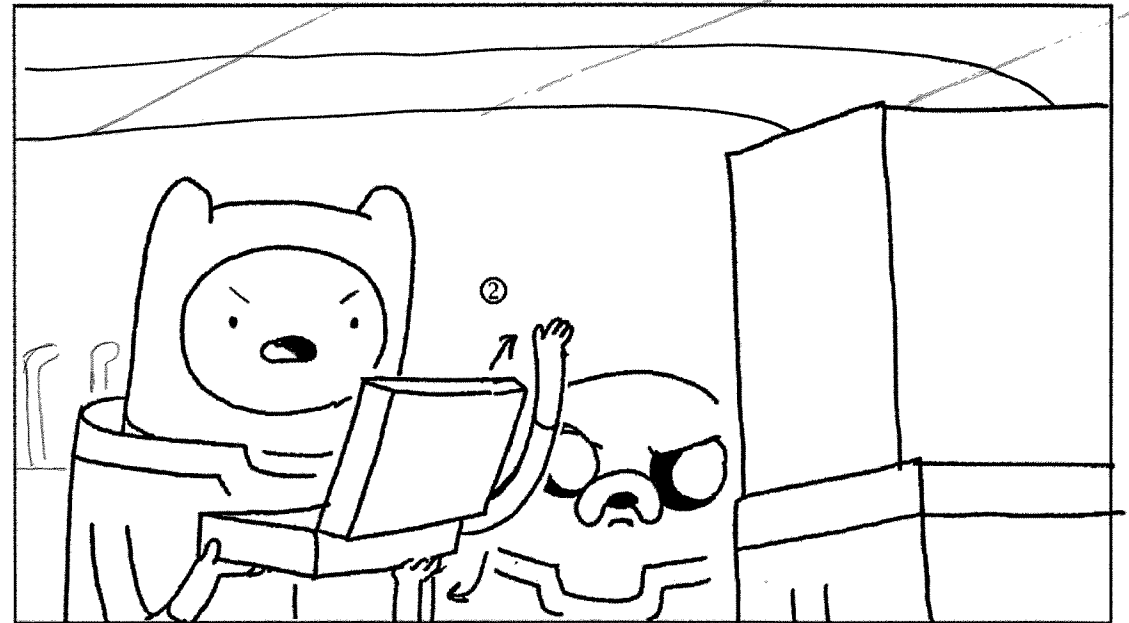
ADVENTURE TIME

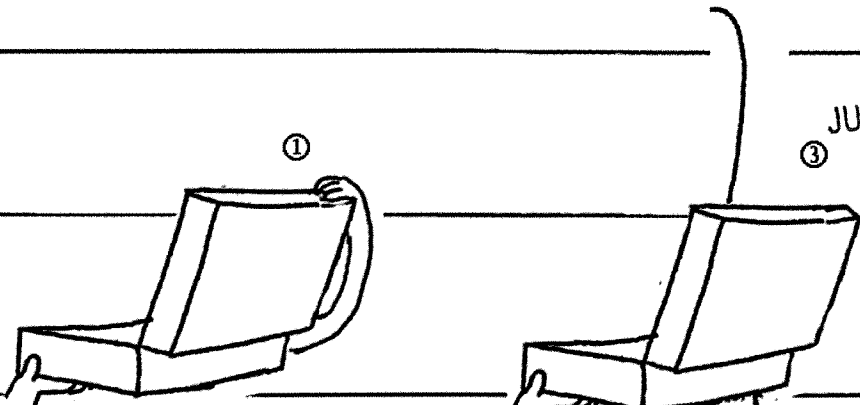


Sc. 116 Pnl. A Bg. day night



Sc. 117 Pnl. A Bg. day night



Dialog:	<p>F/ JAMES, WHERE ARE THE FLARES.</p> 
Action:	
Timing:	

JUN 27 2015

EPISODE # 1014-151

1014/151

Production :

1014/151

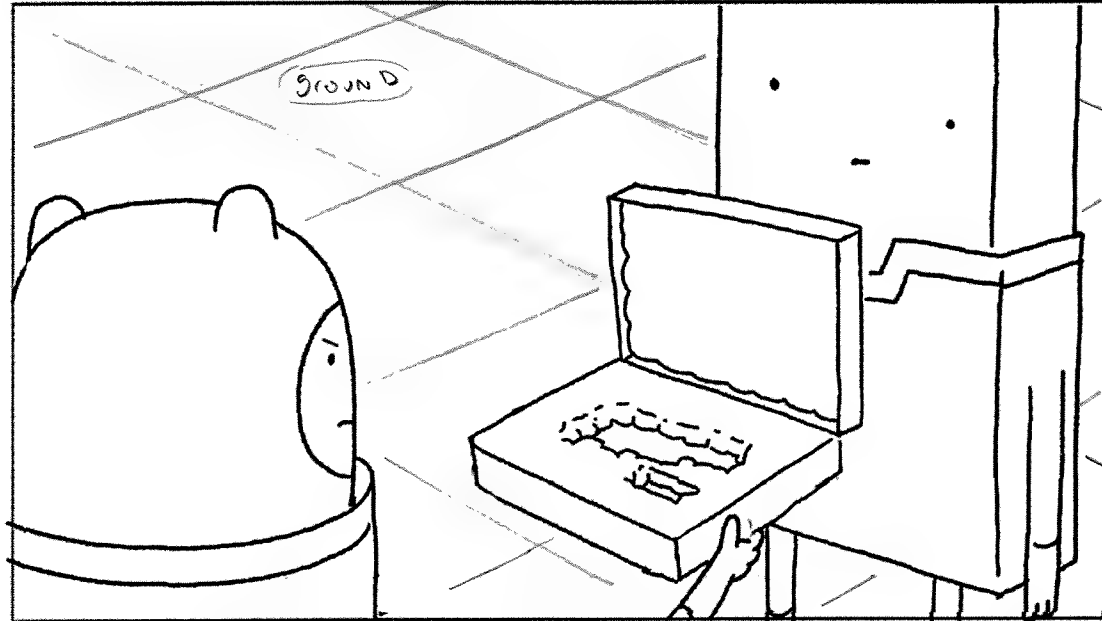
1014/151

# ADVENTURE TIME

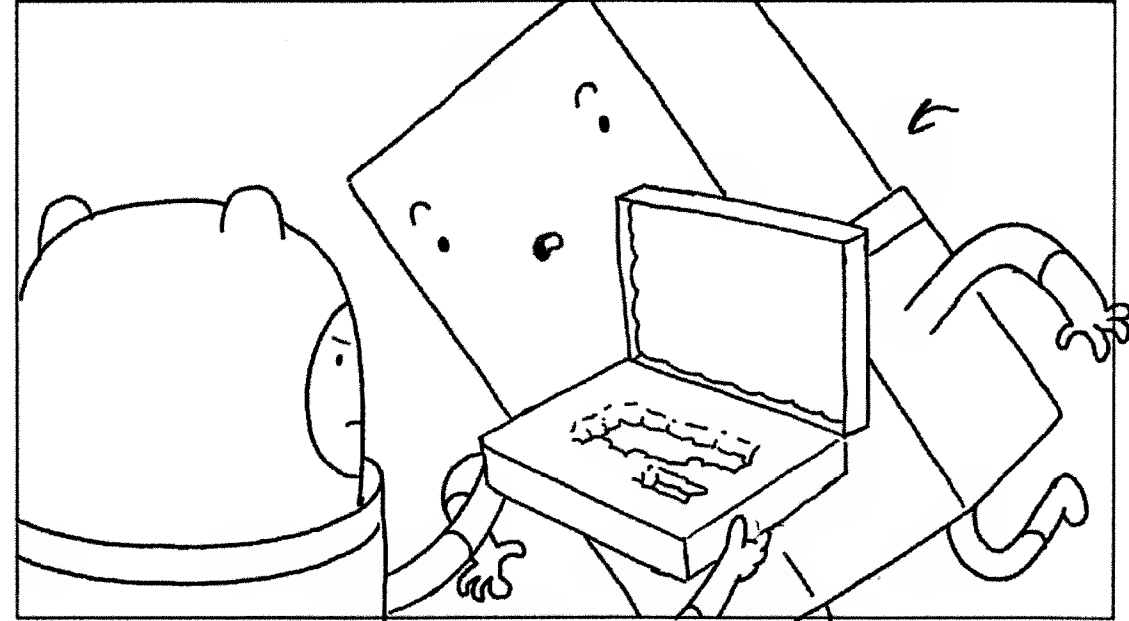


Page 148

Sc. 117A Pnl. A Bg. day night



Sc. 117A cont Pnl. B Bg. day night



Dialog:	<u>JAMES : WHAA</u>	
Action:	<u>JAMES LEANS IN.</u>	<u>JUN 27 2012</u>
Timing:		

1014-151

EPISODE #

1014/151

Production :

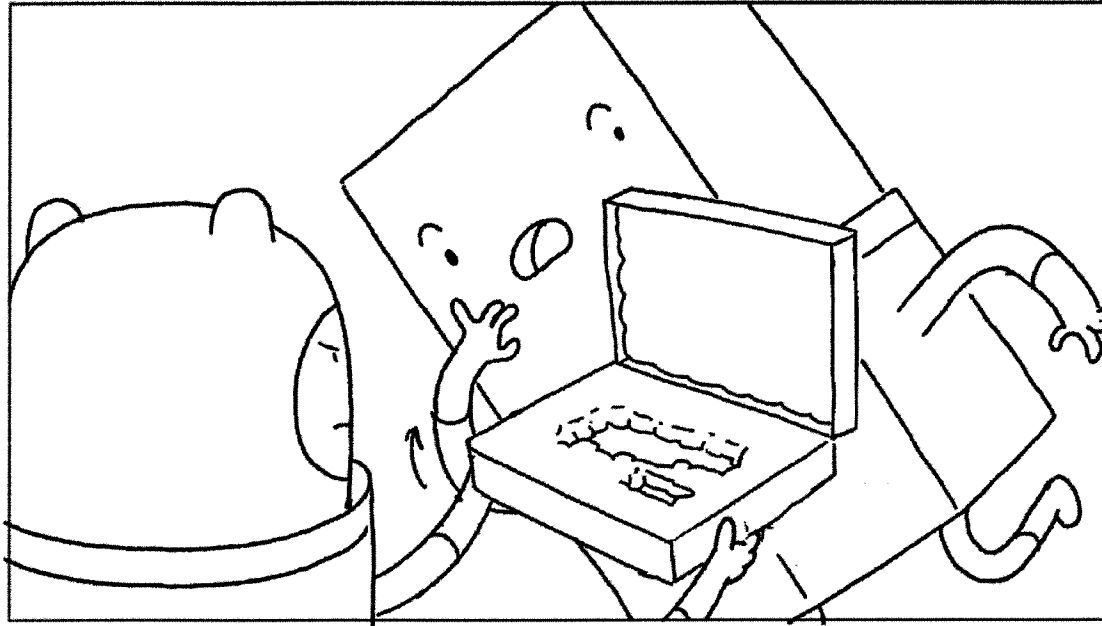
1014/151

# ADVENTURE TIME

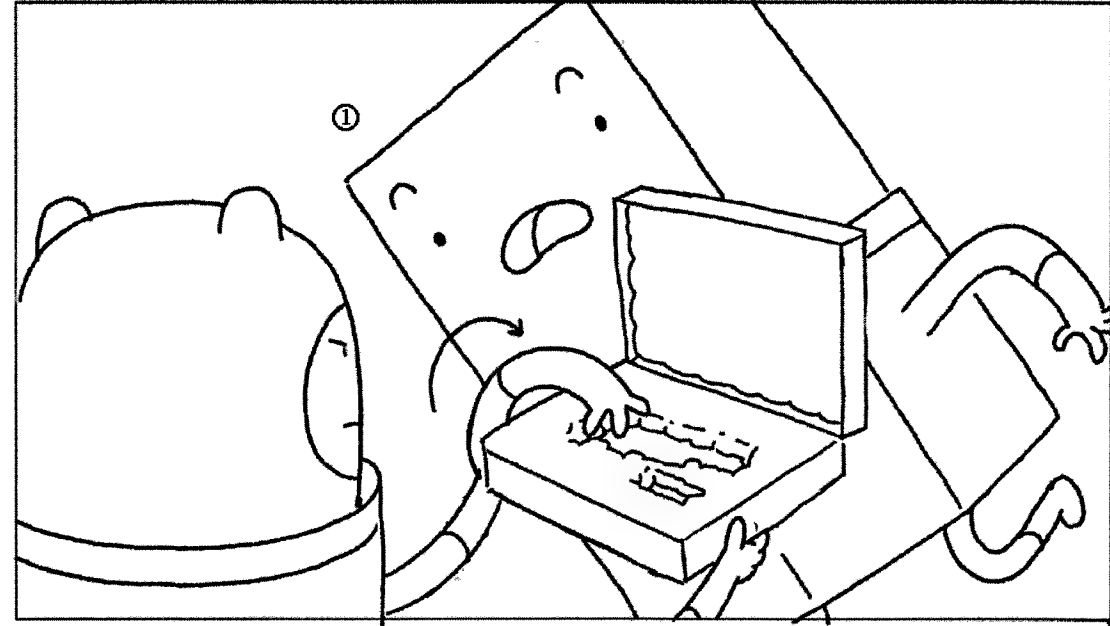


Page 149

Sc. 117 A *cont* Pri. C Bg. day night



Sc. 117 A *cont* Pri. D Bg. day night



Dialog:

JAMES/may...maybe ... THEY'RE ... Ahh

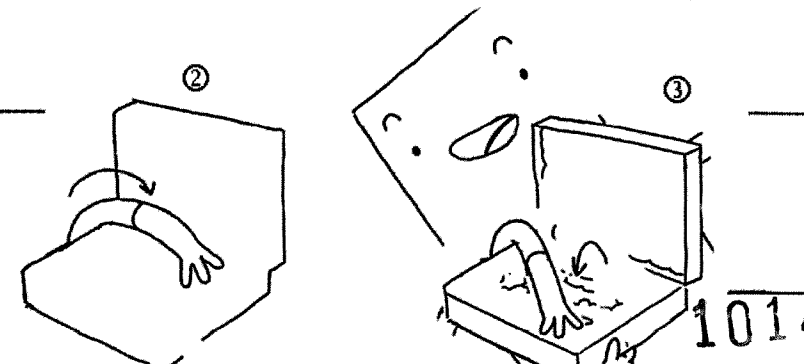
JAMES/ INVISIBLE FLARES.

JUN 27 2013

Action:

JAMES feels around THE BOX SEARCHING FOR INVISIBLE FLARES.

Timing:



EPISODE # 1014-151

1014/151

Production :

1014/151

ADVENTURE TIME

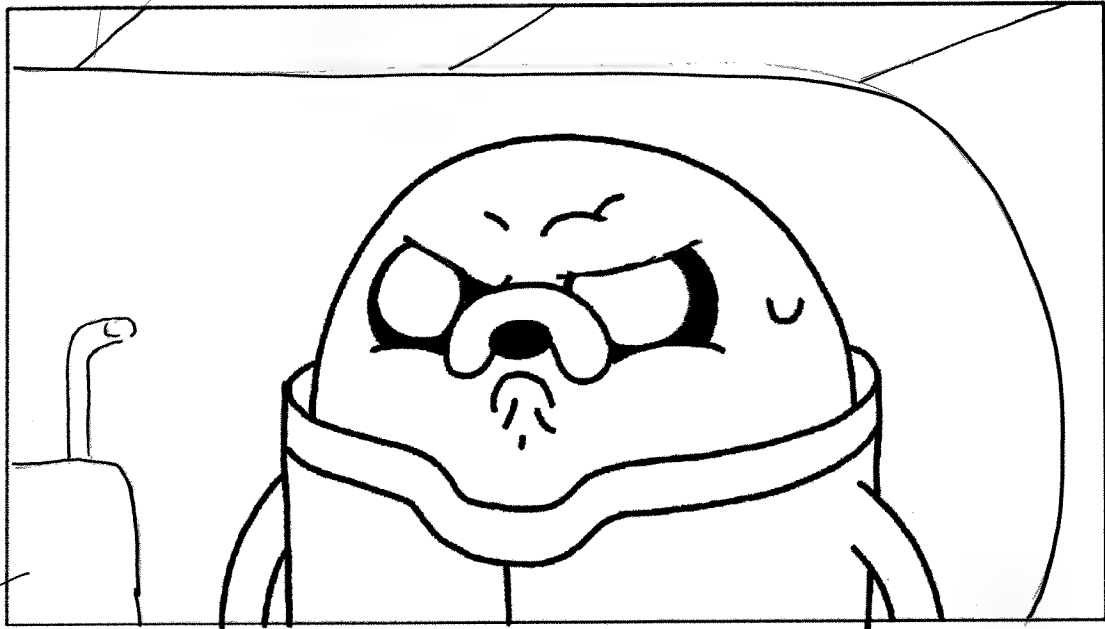


Sc. 118

Pnl. A

Bg.

day night

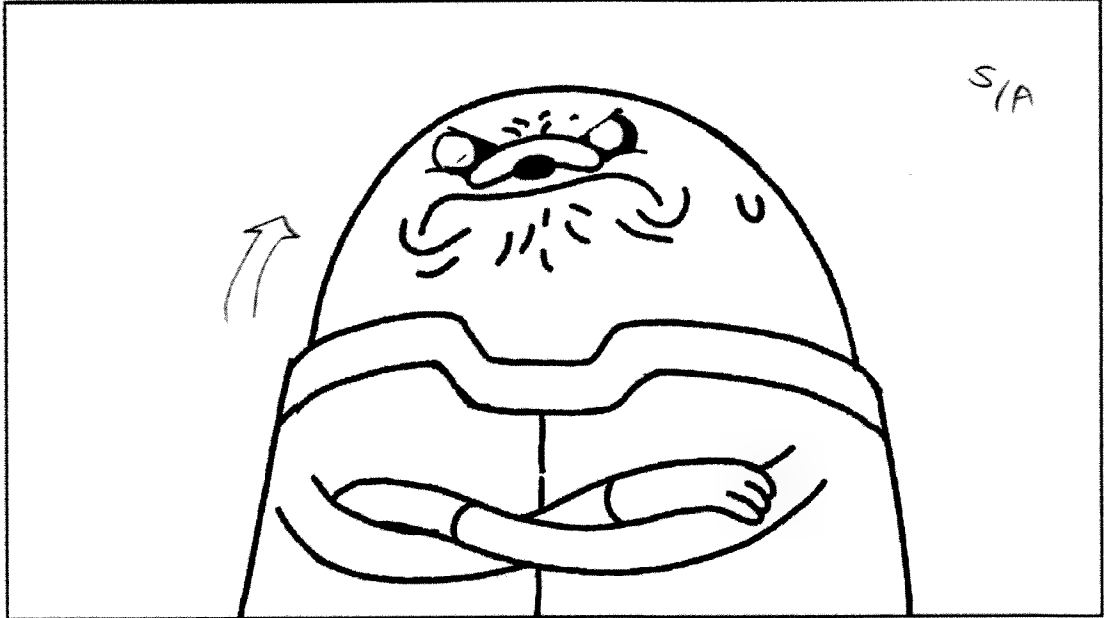


Sc. 118 cont

Pnl. B

Bg.

day night



Dialog:

J/ HMF.

J/ HURUMPH!

Action:

-J LEANS BACK AND FOLDS ARMS

JUN 27 2013

Timing:

EPISODE # 1014-151 Production :

1014/151



# ADVENTURE TIME



Page **151**

Sc. **118 CONT** Pnl. **C** Bg. day night



Sc. **118 CONT** Pnl. **D** Bg. day night



Dialog:


**J/ NNNNG.**

**FINN, PB, CAN I SPEAK WITH YOU IN**

**J/ THE OTHER ROOM, PLEASE**

Action:

Timing:


  
**wipe**
  
**JUN 27 2013**

EPISODE # **1014-151**

**1014/151**

**1014/151**

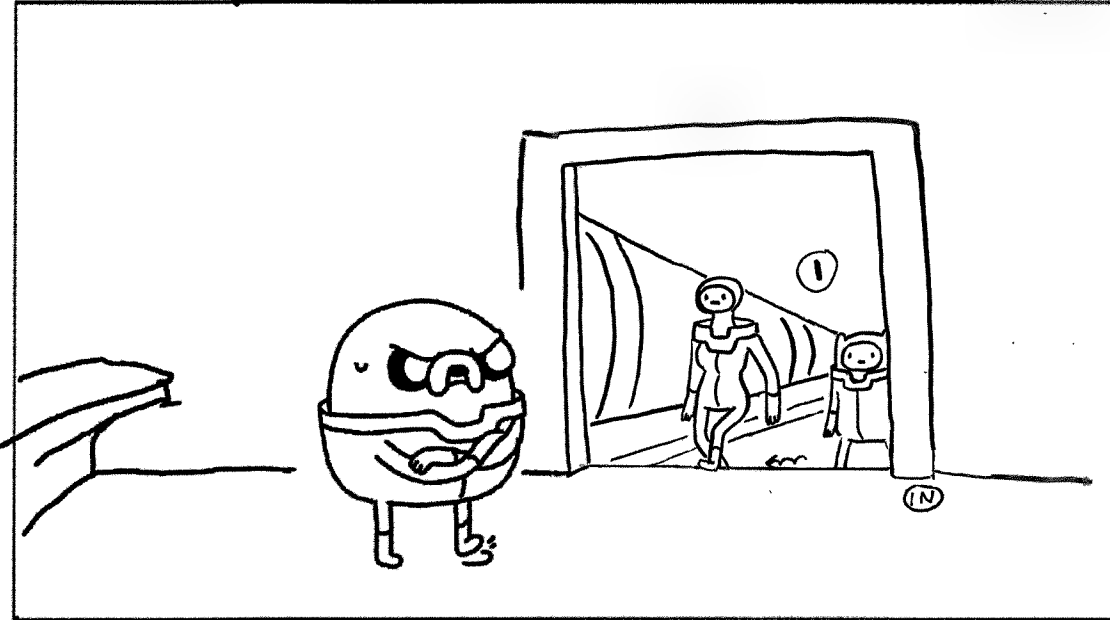
**1014/151**

# ADVENTURE TIME

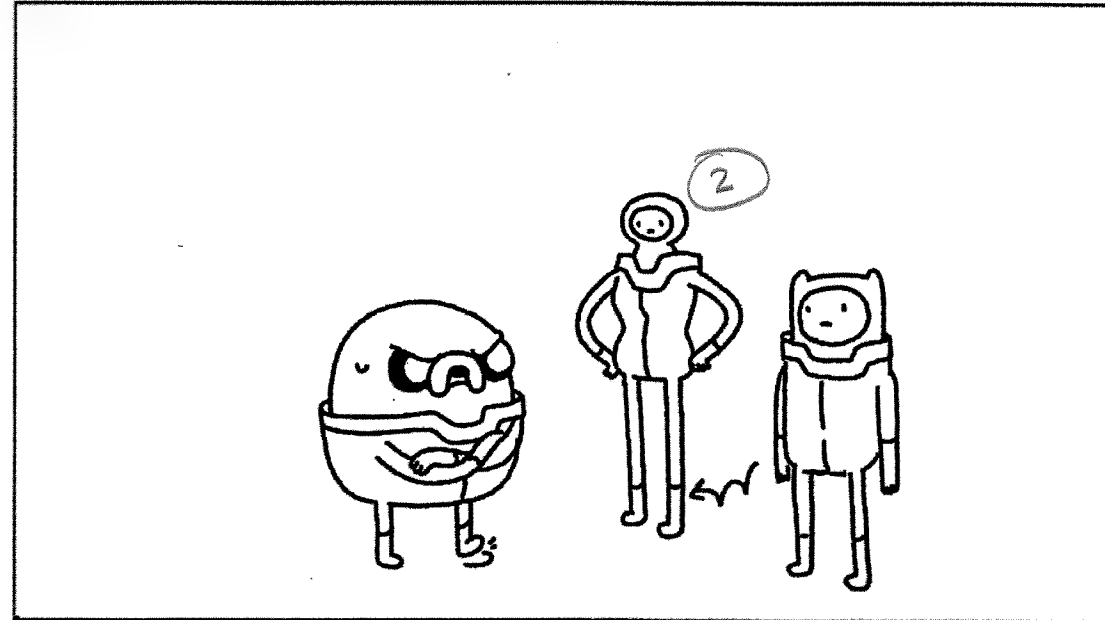


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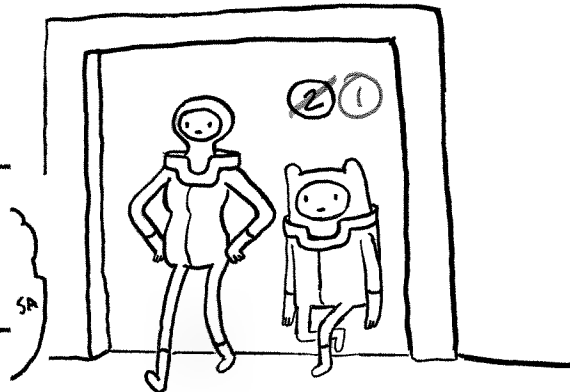
Sc. 119 Pnl. A Bg. day night



Sc. 119 CONT Pnl. B Bg. day night



Dialog:	
Action:	JAKE IS IMPATIENTLY TAPPING HIS FOOT. AS PB & F walk into Back of the ship.
Timing:	



JUN 27 2013

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EPISODE #

1014/151

Production :

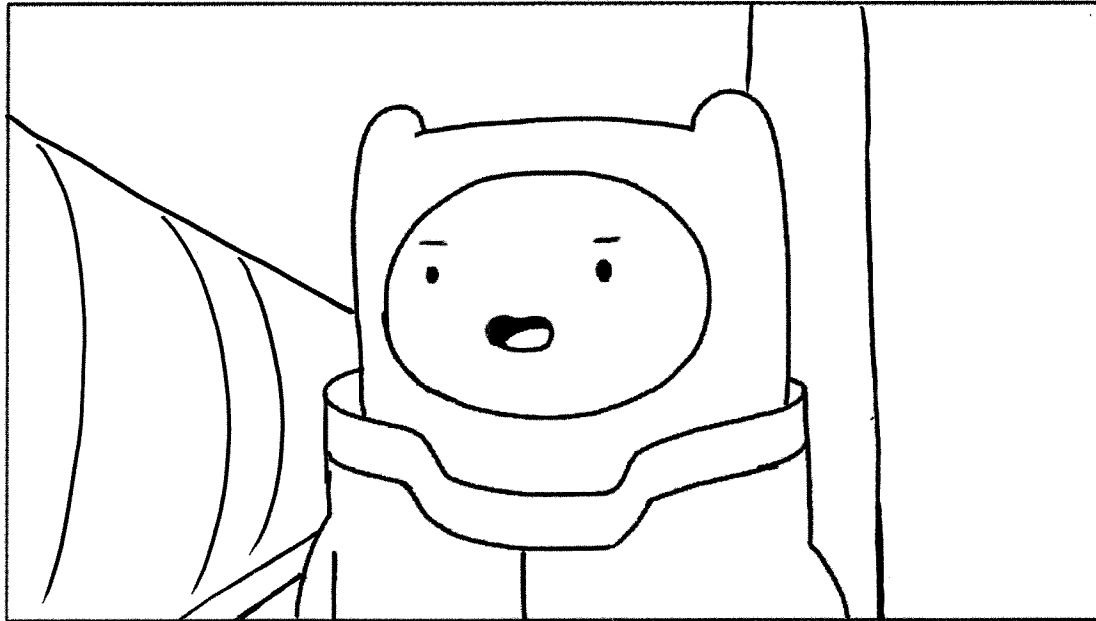
1014/151

# ADVENTURE TIME

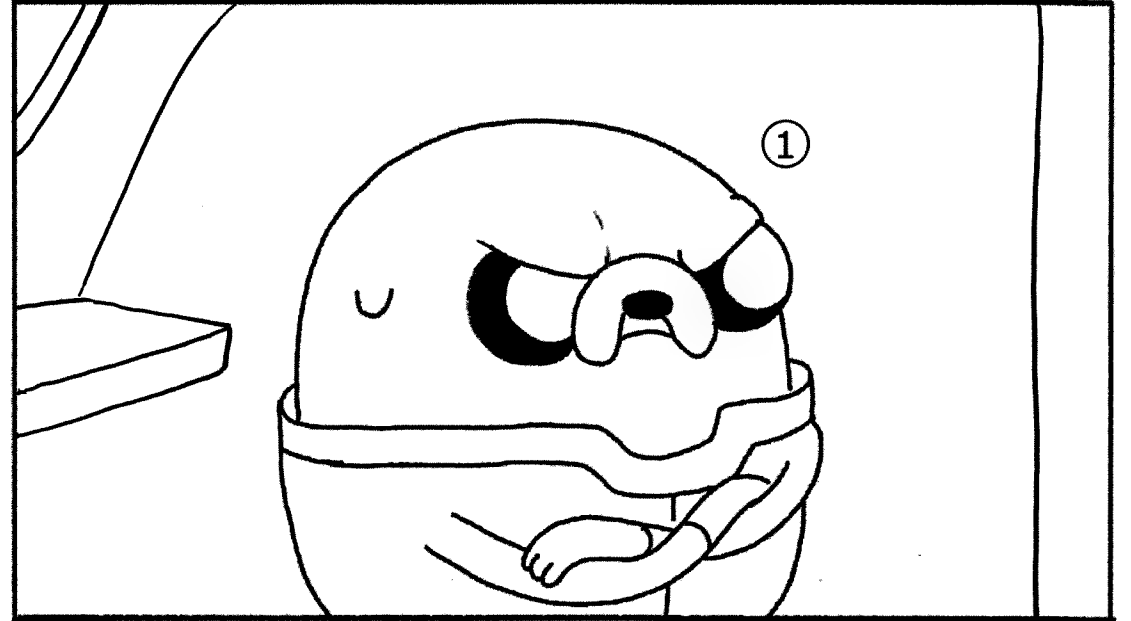


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Sc. 120 Pnl. A Bg. day night



Sc. 121 Pnl. A Bg. day night



Dialog:

F/ YOU WANNA DO THIS "TRUST HUDDLE" STYLE BUDDY

(AFFIRMATIVE)

J/ MMM

Action:

jake nods

Timing:



JUN 27 2013

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EPISODE #

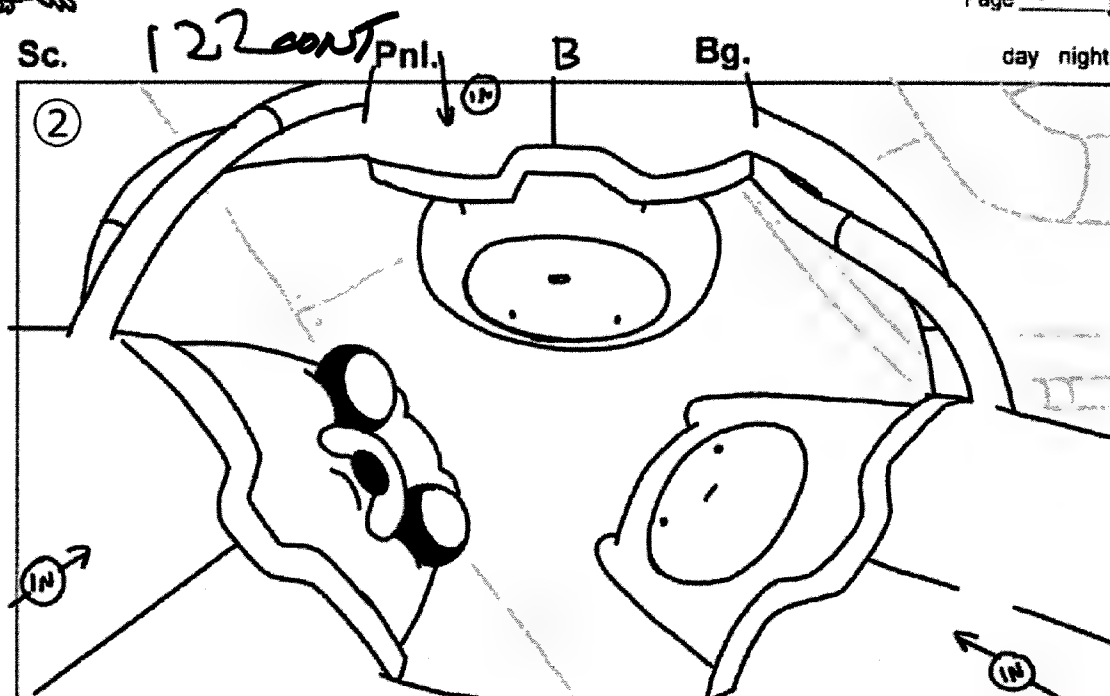
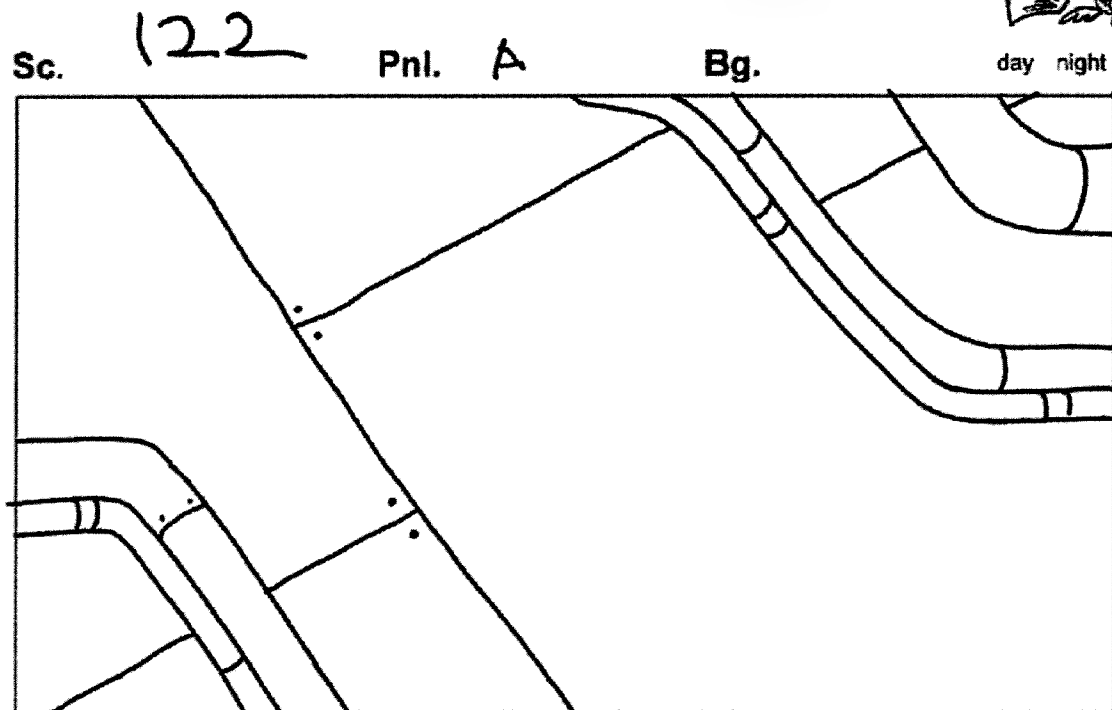
1014/151

1014/151

## ADVENTURE TIME



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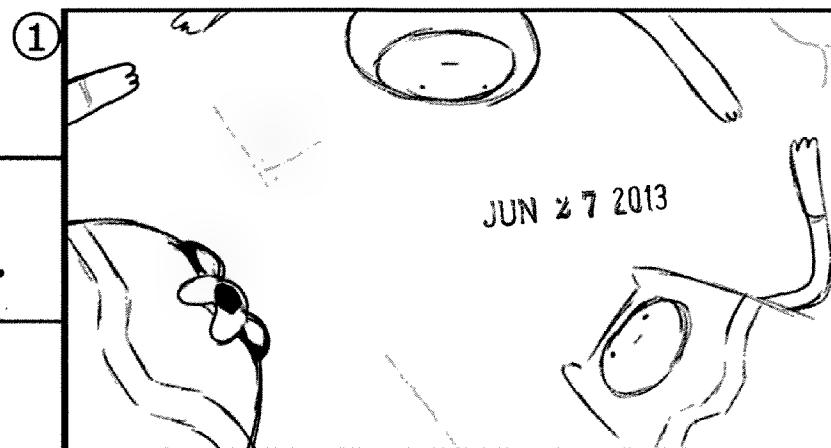
Dialog:

Action:

- SHOT OF THE CEILING OF THE SHIP.

- OUR HEROES LEAN INTO FRAME.

Timing:



1014-151

EPISODE #

1014/151

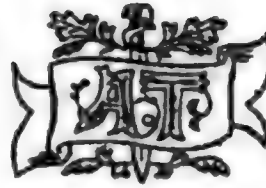
Production :

1014/151

1014/151

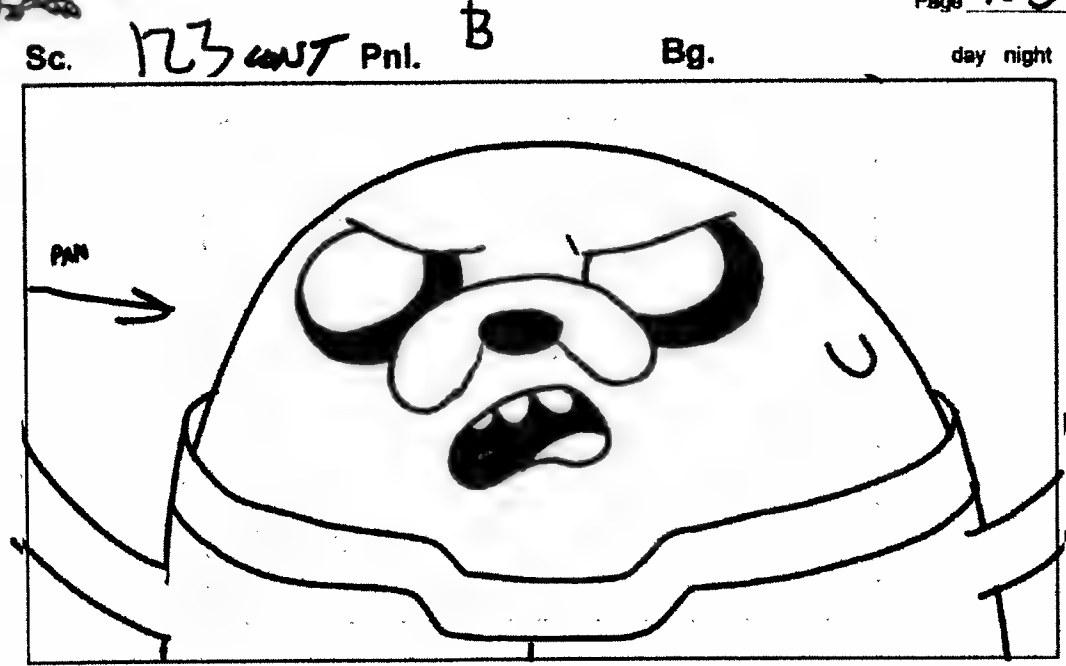
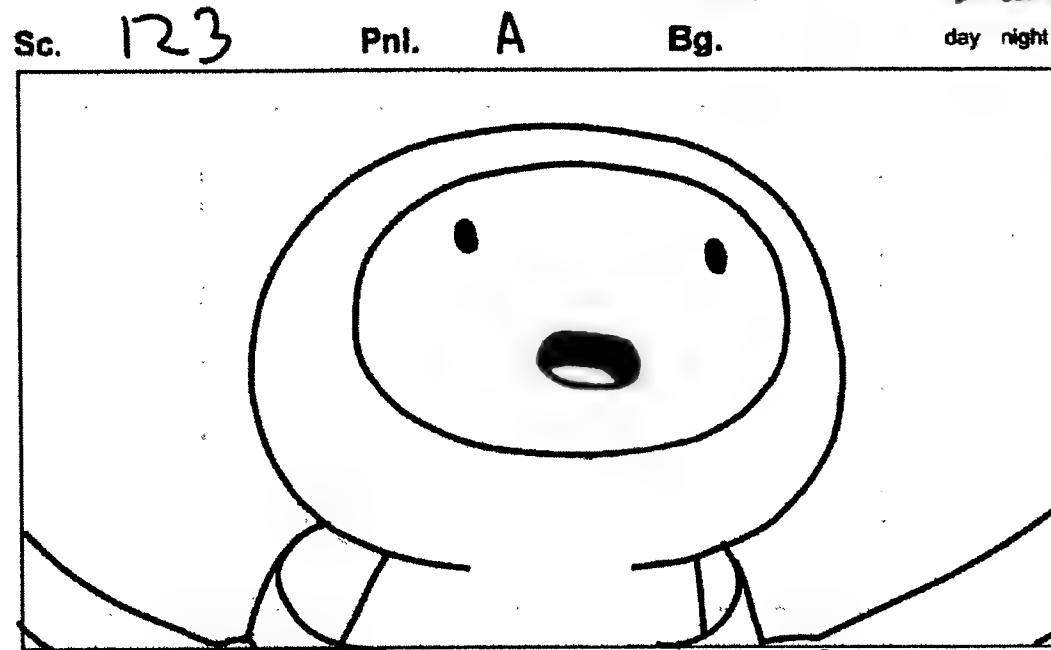
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# ADVENTURE TIME



07-17-13  
REVISED

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Dialog:

PO/ SO WHAT'S ALL THE HUBBUB?

J/ WHAT'S UP WITH THAT JAMES DUDE?

Action:

CAMERA PANS FROM CHARACTER TO CHARACTER  
that 20's show style.

JUN 27 2012

Timing:

1014-151

EPISODE #

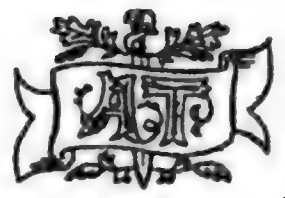
1014/151

Production :

1014/151

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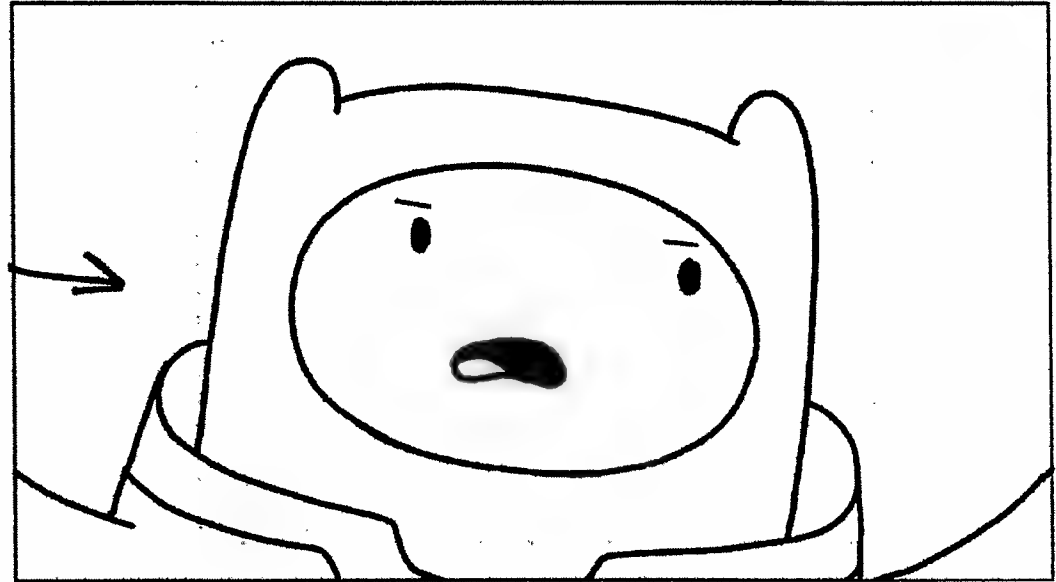
ADVENTURE TIME



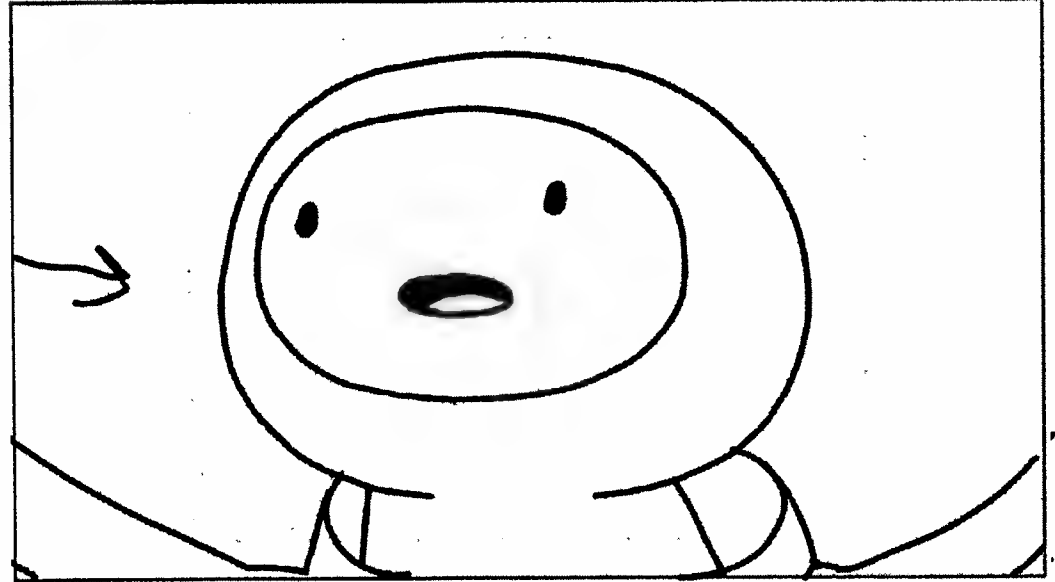
REVISED  
07-17-13

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Sc. 123 *cont* Pnl. C Bg. day night



Sc. 123 *cont* Pnl. D Bg. day night



Dialog: YEAH, F/ DO YOU THINK JAMES COULD BE BREAKING THINGS ON PURPOSE.		PB/ NO JAMES WOULDN'T DO THAT.
Action:	JUN 27 2013	
Timing:		

1014-151

EPISODE #

1014/151

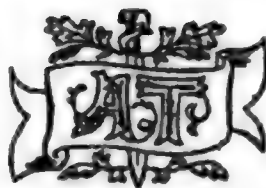
Production :

1014/151 4

1014/151

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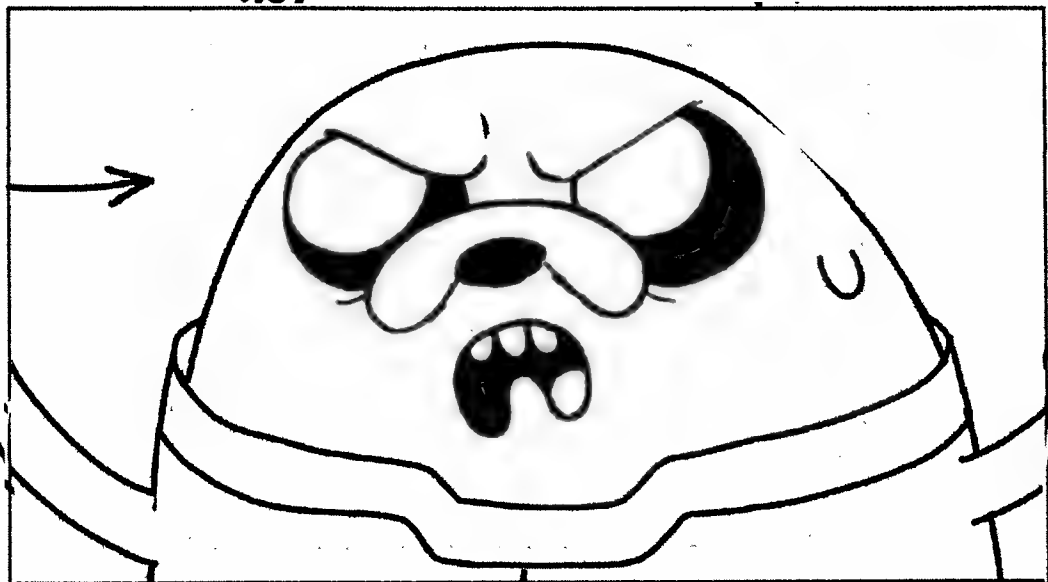
# ADVENTURE TIME



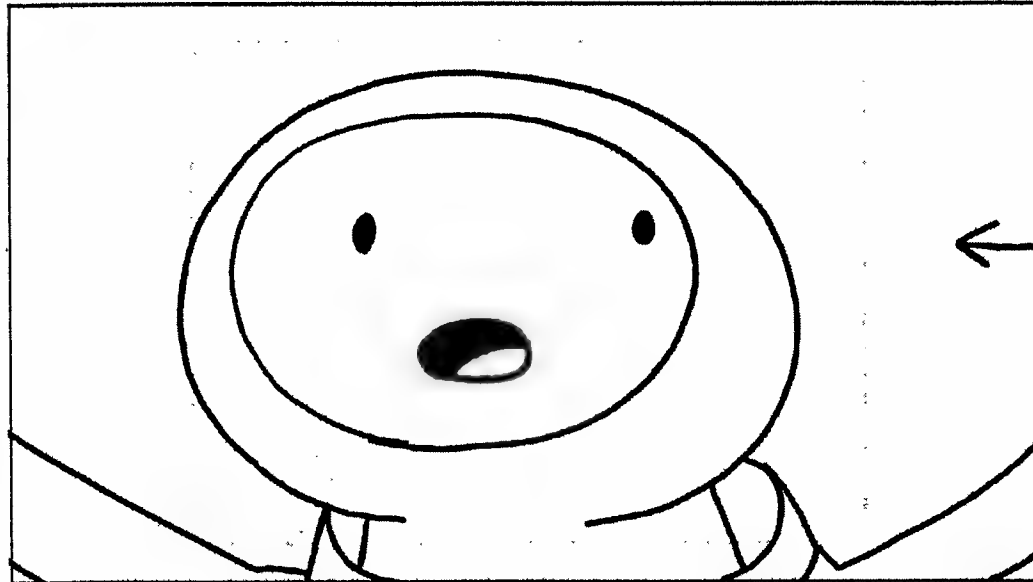
REVISED  
07-17-13

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Sc. 123 *cont* Pnl. E Bg. day night



Sc. 123 *cont* Pnl. F Bg. day night



Dialog:

J/ WAKE UP- DUDE'S A  
SABOTEUR

PB/ IT'S NOT JAMES.

Action:

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

1014/151

1014/151

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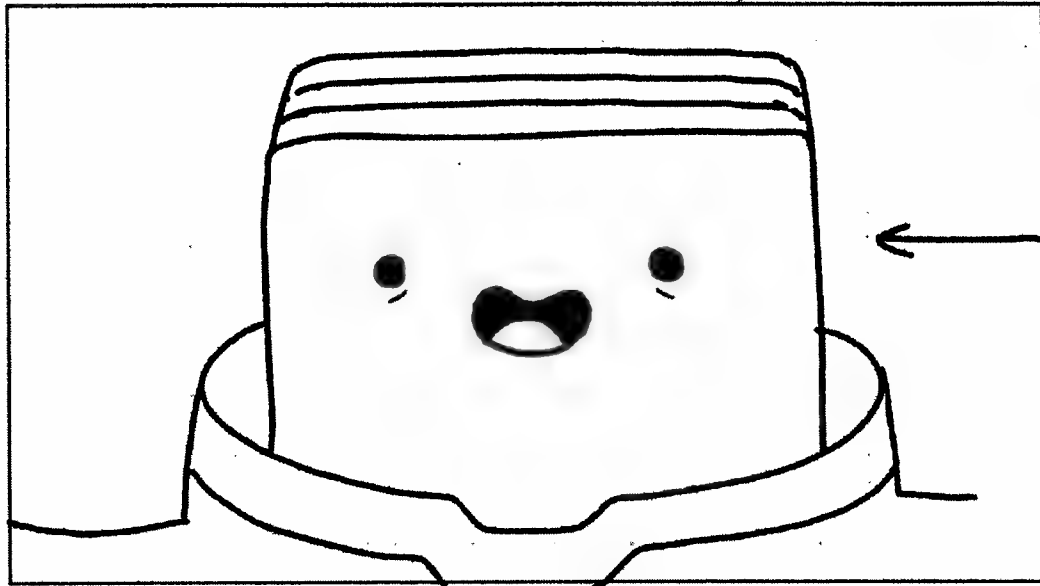
# ADVENTURE TIME



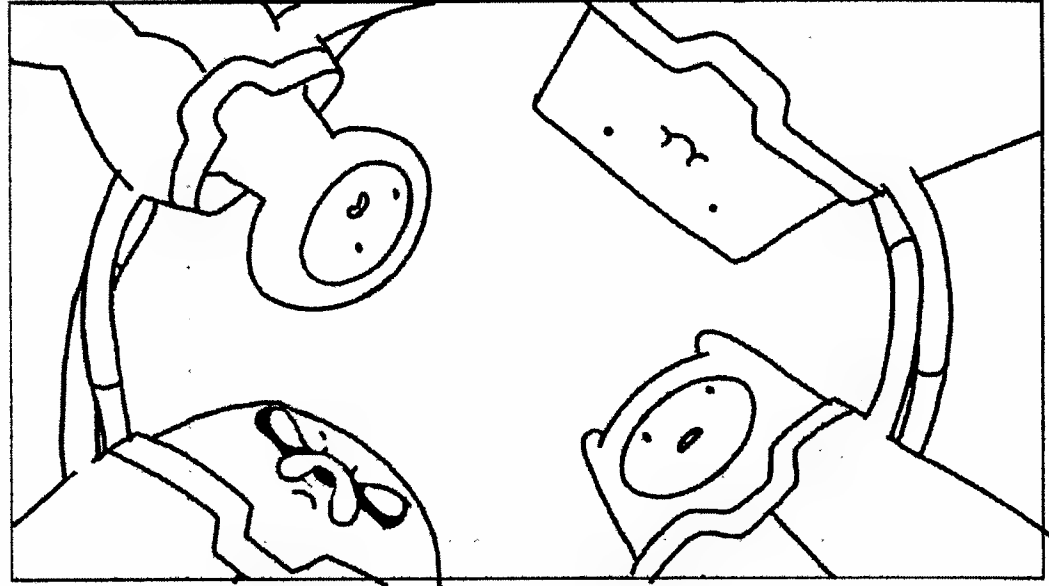
REVISED  
7-17-13

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Sc. 123 cont Pnl. G Bg. day night



Sc. 124 Pnl. A Bg. day night



Dialog:

JAMES / WHAT'S NOT JAMES?

Action:

THEY ALL LOOK WORRIEDLY AT JAMES.

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

1014/151

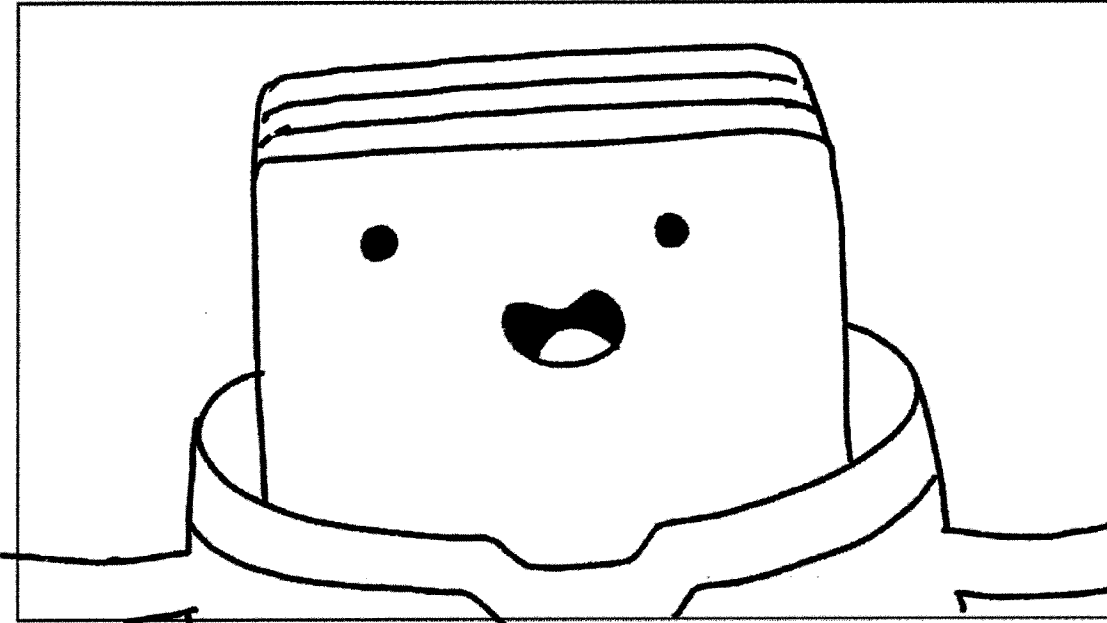


# ADVENTURE TIME

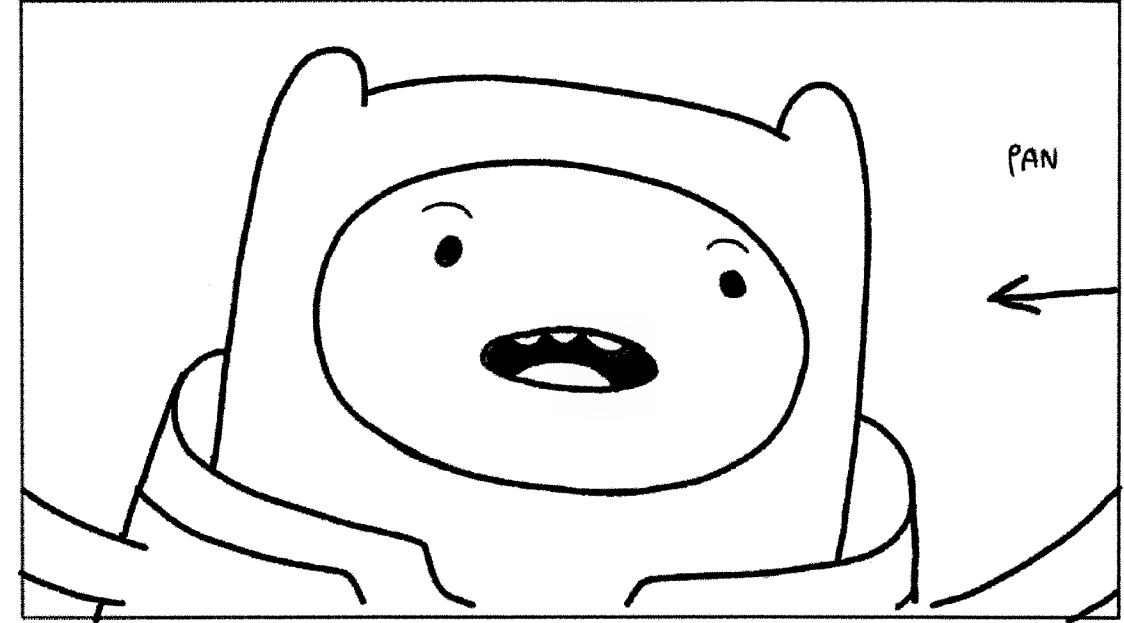


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Sc. 125 Pnl. A Bg. day night



Sc. 125 cont Pnl. B Bg. day night



Dialog:

JAMES/ I GOT LONELY UP FRONT.

I WANTED TO SEE WHAT YA'LL WERE UP TO.

F/HEY , THAT GIVES ME AN IDEA.

Action:

JUN 27 2019

Timing:

1014-151

EPISODE #

1014/151

Production :

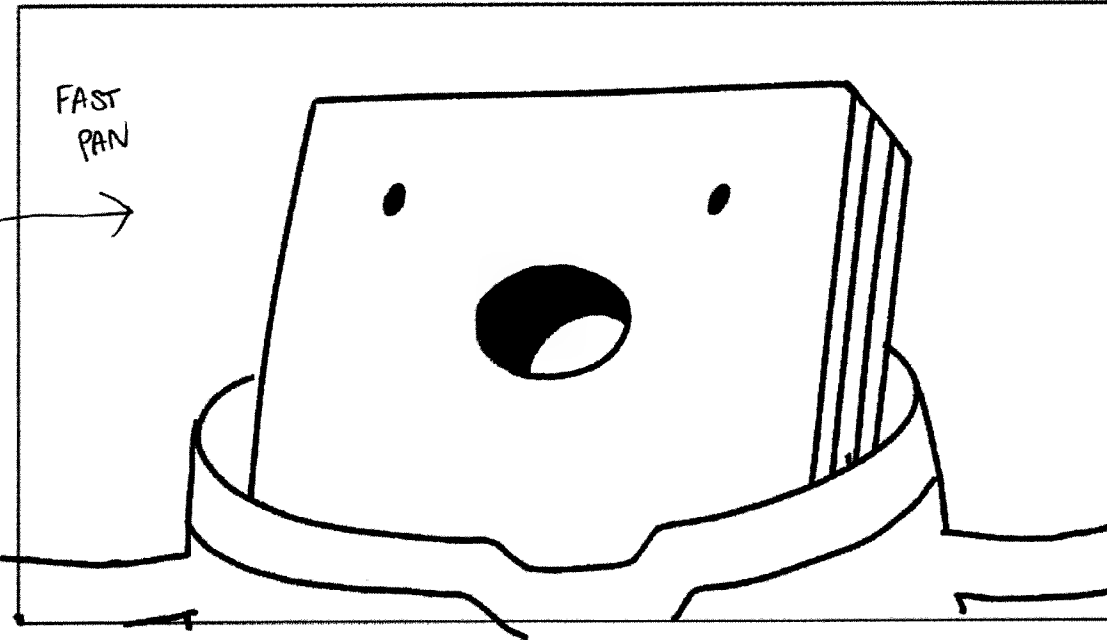
1014/151

# ADVENTURE TIME

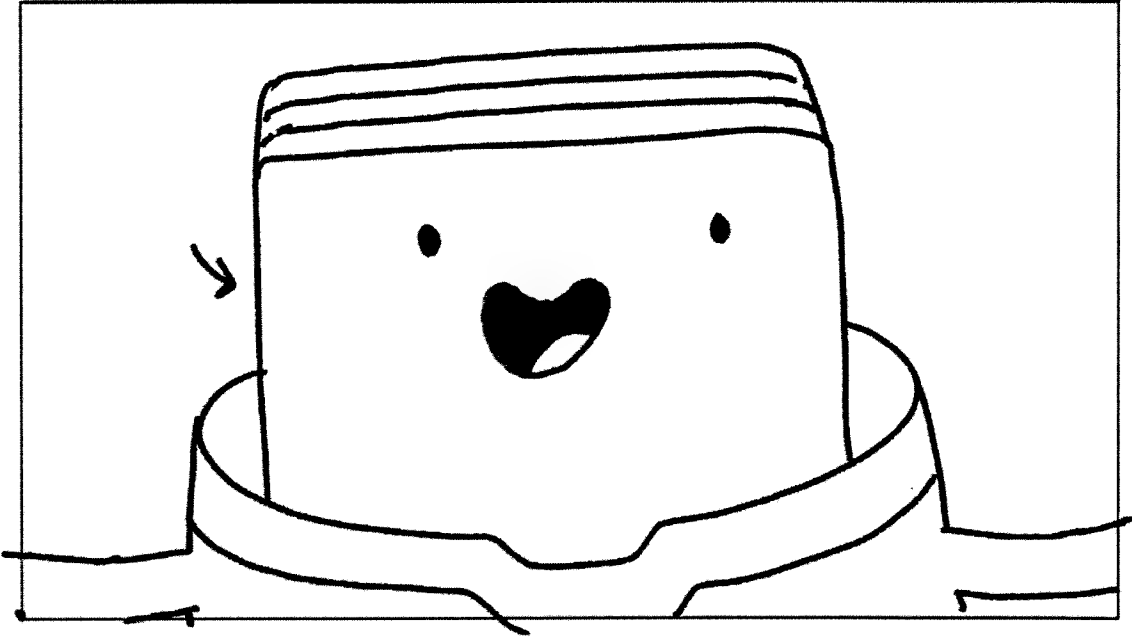


Page 160

Sc. 125 CONT Pnl. C Bg. day night



Sc. 125 CONT Pnl. D Bg. day night



Dialog:

JAMES/ me too...

JAMES/ VRT - Just KIDDING.  
I DON'T HAVE ANY IDEAS

Action:

Timing:

JUN 27 2013

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EPISODE #

1014/151

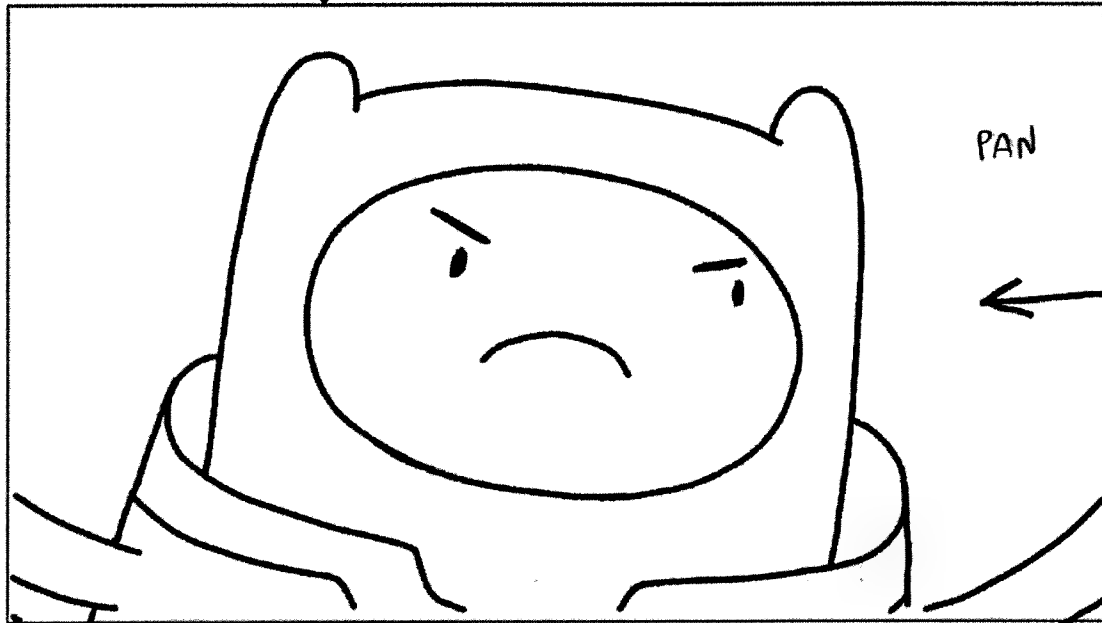
Production :

1014/151

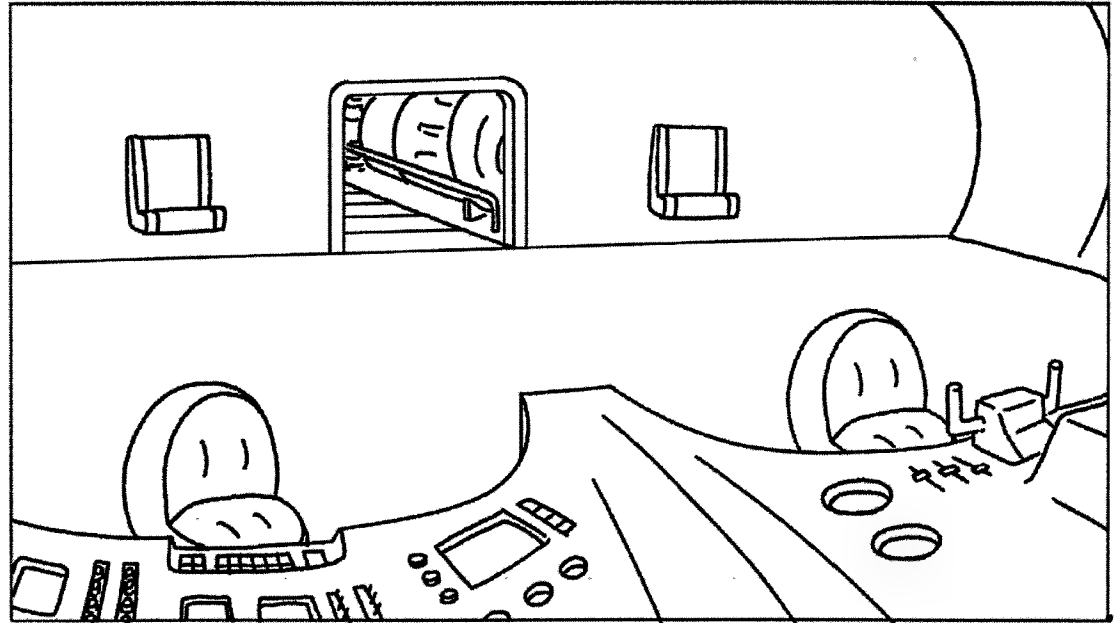
ADVENTURE TIME



Sc. 125 CONT Pnl. E Bg. day night



Sc. 126 Pnl. A Bg. day night



Dialog:
Action: -FINN IS NOT PLEASED -INT. COCKPIT
Timing:

JUN 27

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EPISODE #

1014/151

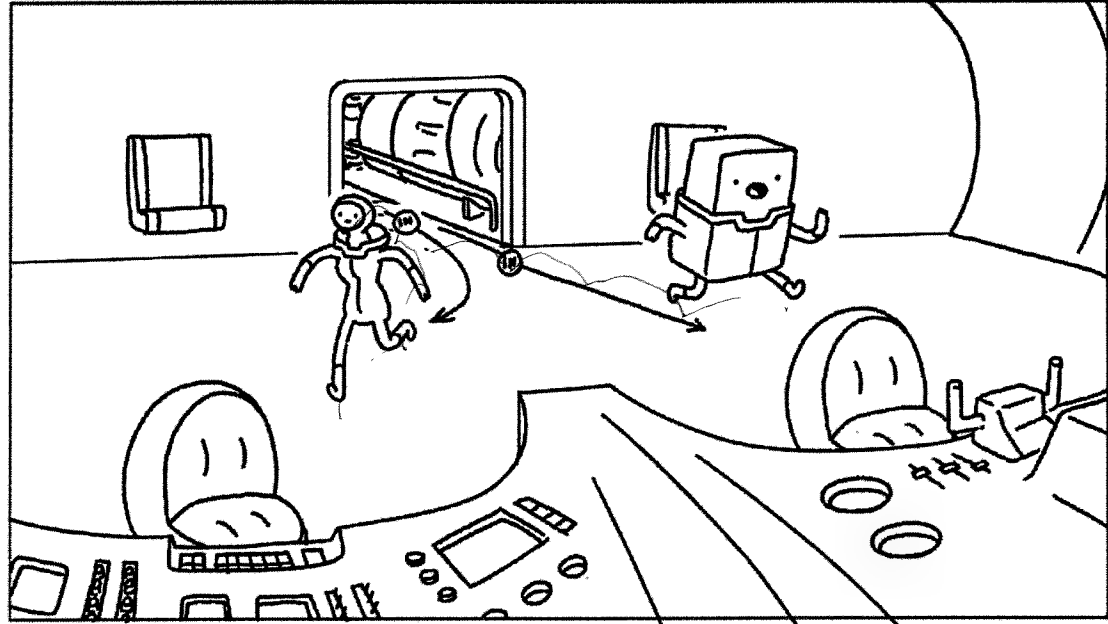
Production :

ADVENTURE TIME

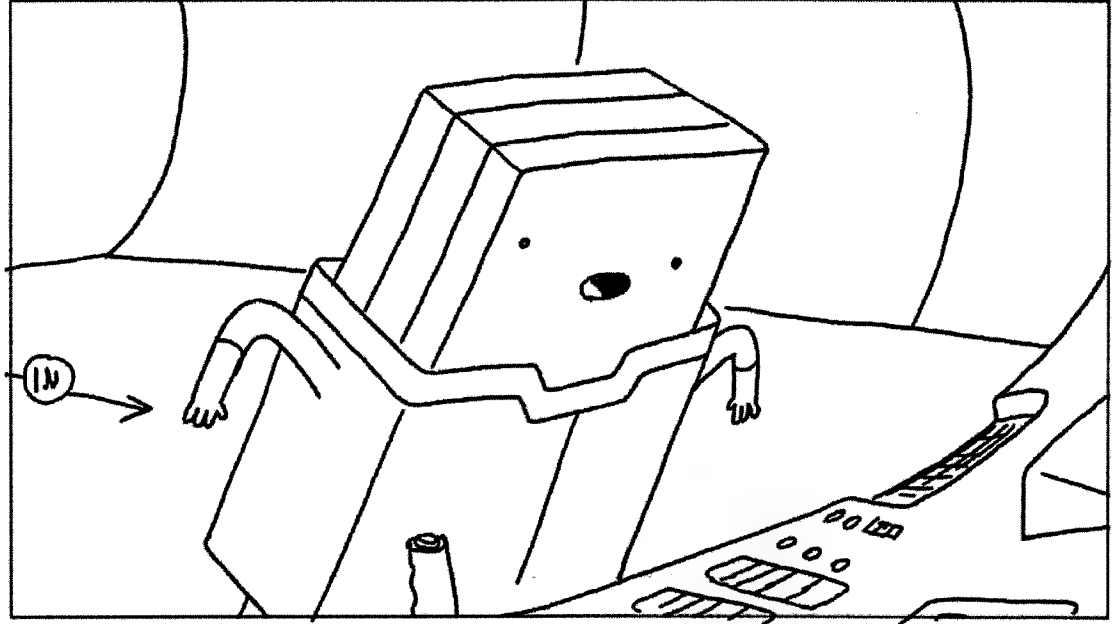


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Sc. 126 cont Pnl. B Bg. day night



Sc. 127 Pnl. A Bg. day night



Dialog:

Action: PD 3 J RUN IN.

Timing:

J : DIVERSION:

JUN 27 2015

EPISODE # 1014-151 Production :

1014/151

1014/151

1014/151

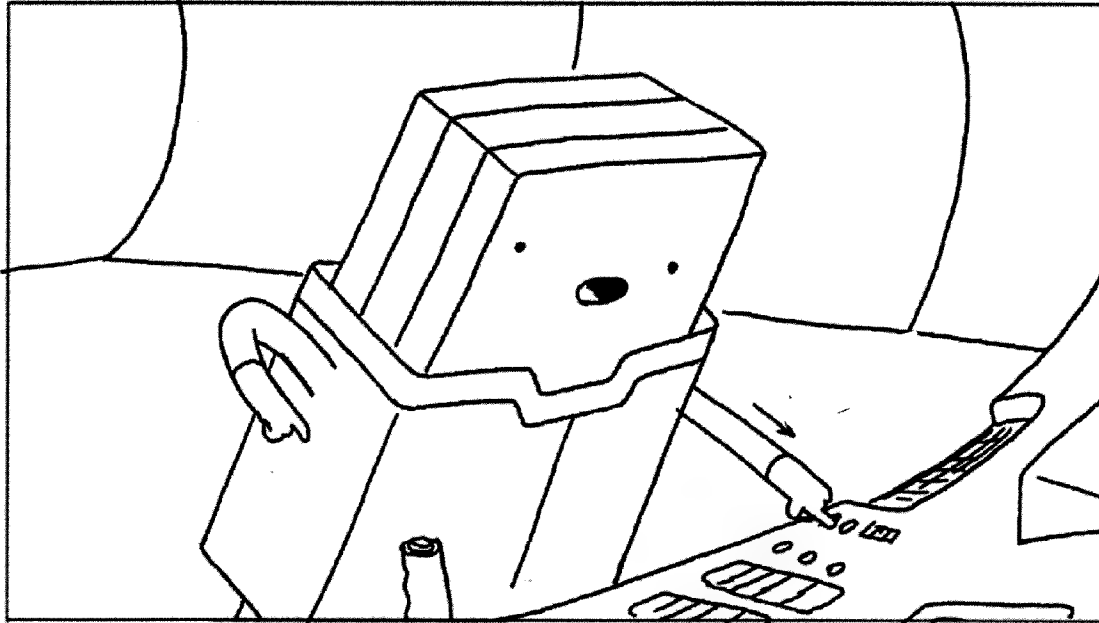
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# ADVENTURE TIME

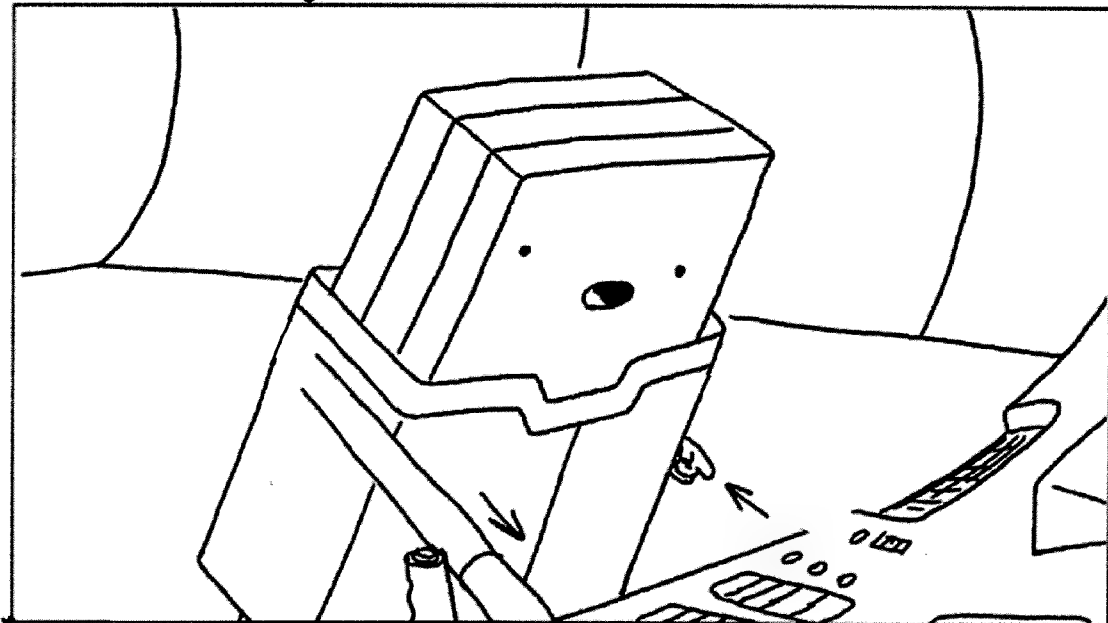


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Sc. 127 CONT Pnl. B Bg. day night



Sc. 127 CONT Pnl. C Bg. day night



Dialog:

J DIVERSION. DI-DI-DI-DI-DI-DIVERSION.

Action: JAMES STARTS  
HITTING RANDOM BUTTONS

B C B C B  
A B A B A

JUN 27 2015

Timing:

1014-151

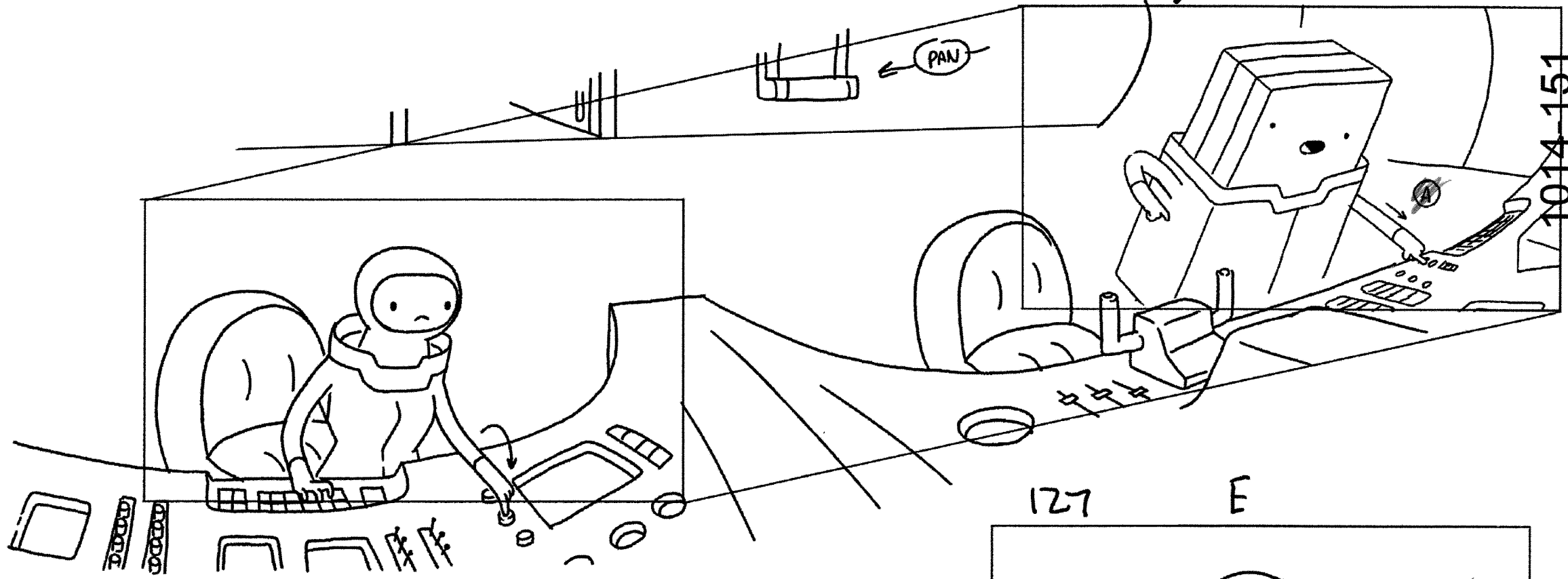
EPISODE #

1014/151 A

Production :

1014/151 1

127 CONT D

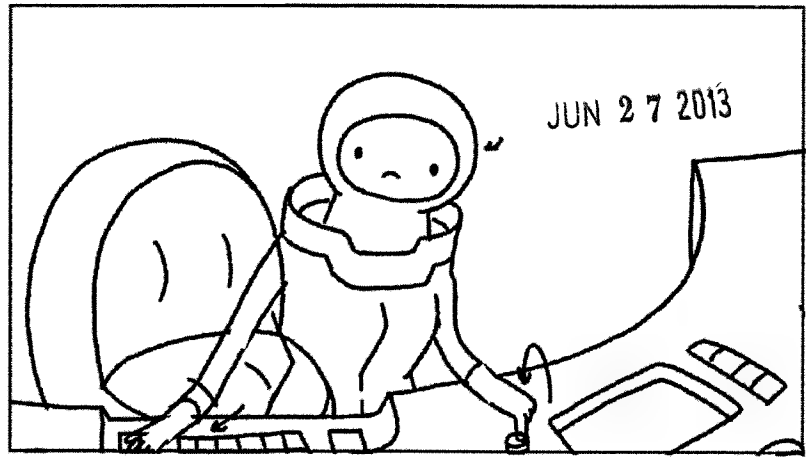


1014/151

1014/151

Camera pans over to PB ALSO Pressing Buttons

127 E

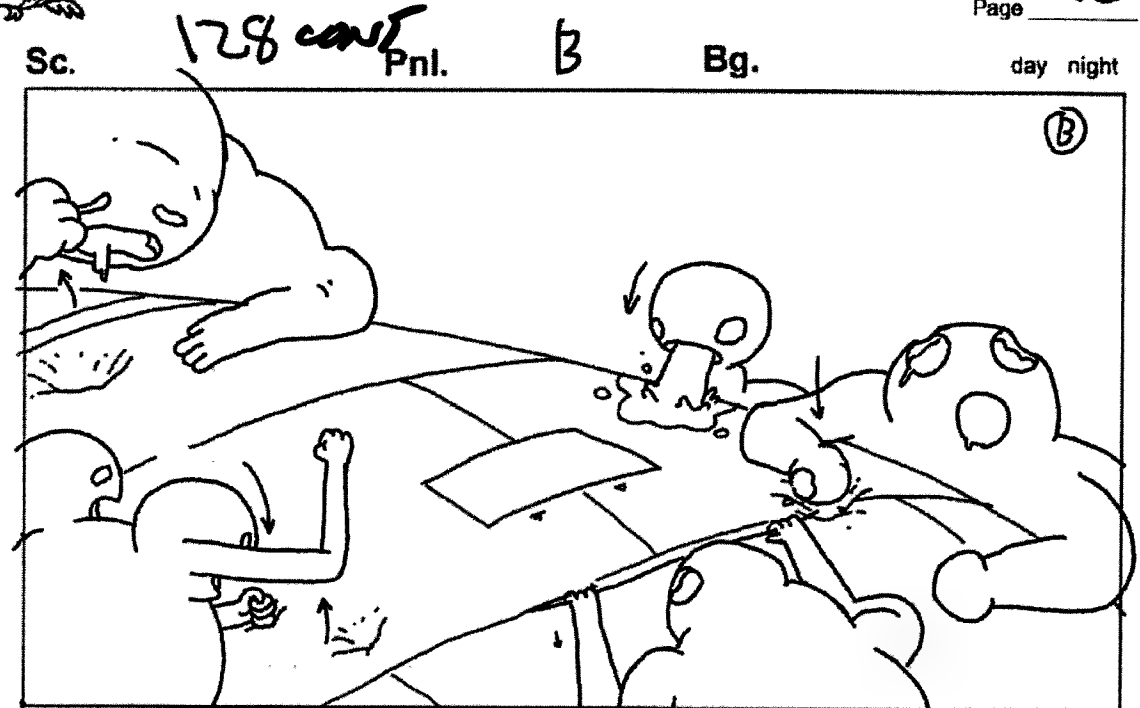


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# ADVENTURE TIME



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Dialog:

12 GOO MONSTERS : [ ATTACK WALLA ]

Action: ALTERNATE BETWEEN A & B . PLEASE STAGGER  
CREATURES MOVEMENTS.

Timing:

JUN 27 2013

EPISODE # 1014-151

Production :

1014-151

1014/151

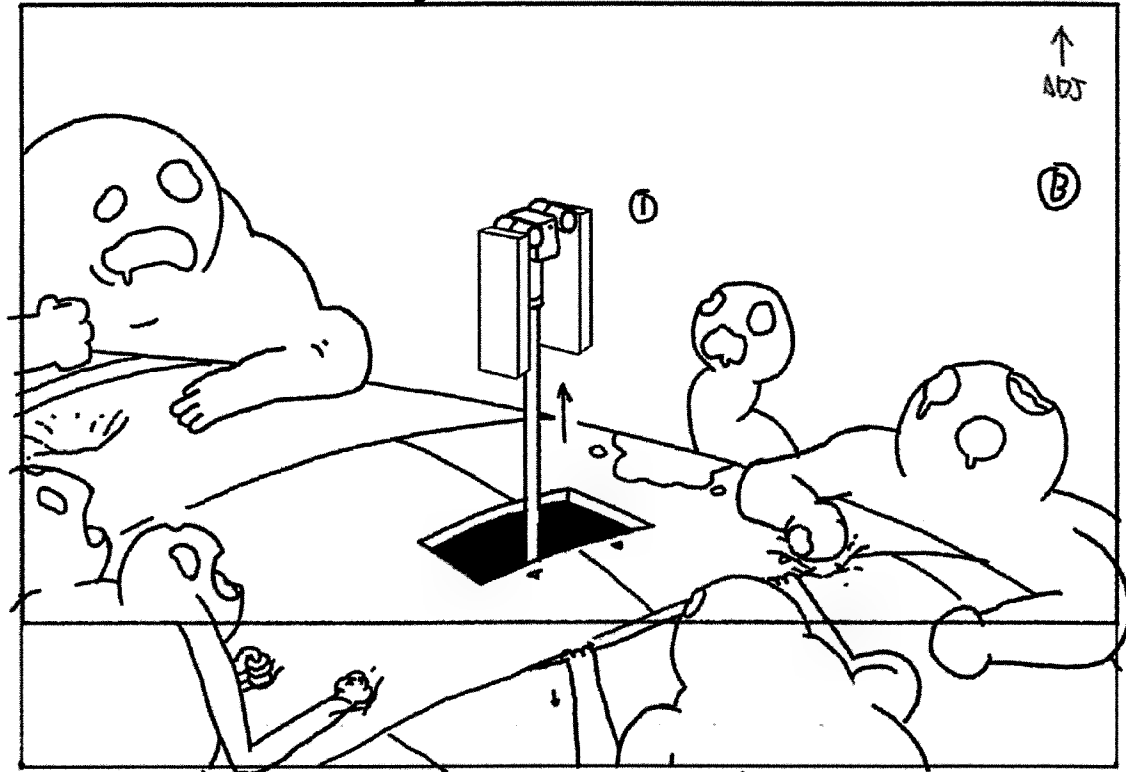
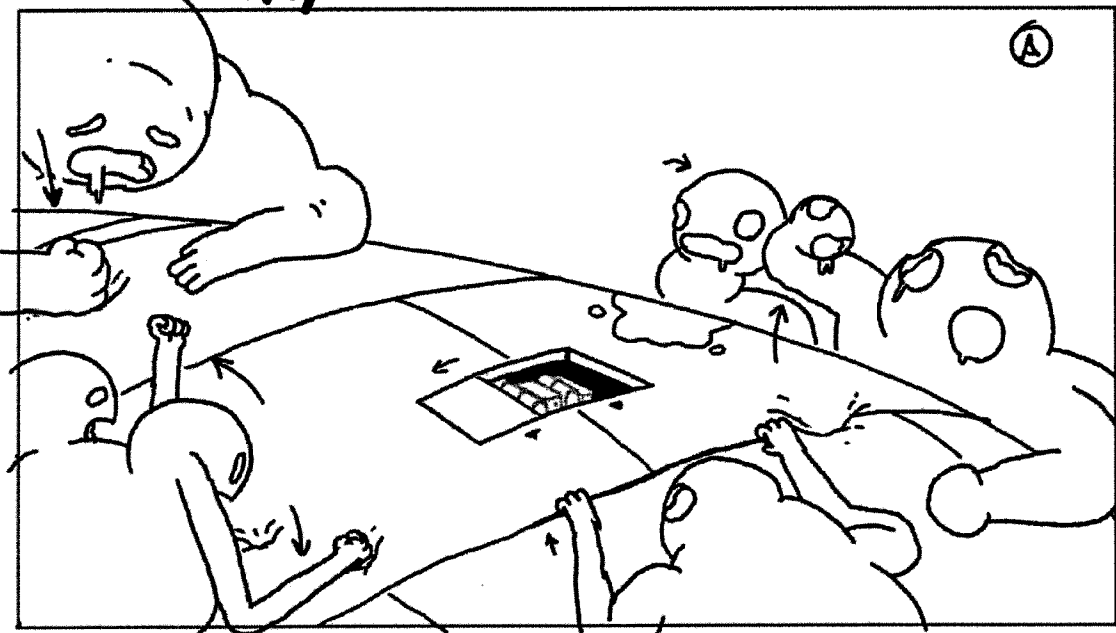
# ADVENTURE TIME

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Sc. 128 CONT Pnl. C Bg. day night



128 CONT D

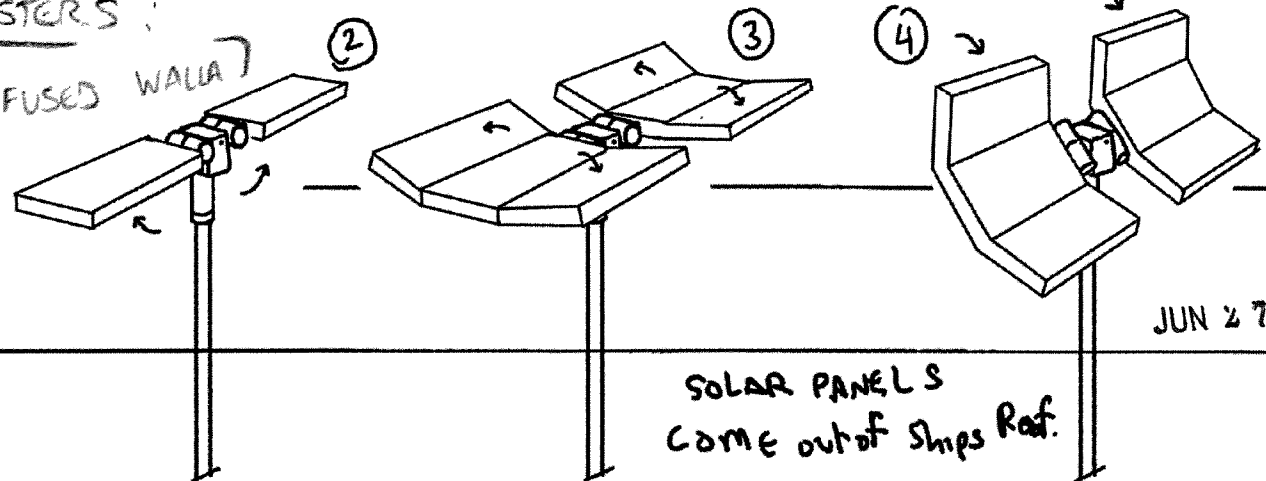


Dialog:

GOO MONSTERS:  
[CONFUSED WALLA]

Action: ALTERNATE BETWEEN A & B. Please  
STAGGER CREATURES MOVEMENTS.

Timing:



SOLAR PANELS  
COME OUT OF SHIP'S ROOF.

JUN 27 2013

1014-151

EPISODE #

1014/151

Production :

1014/151

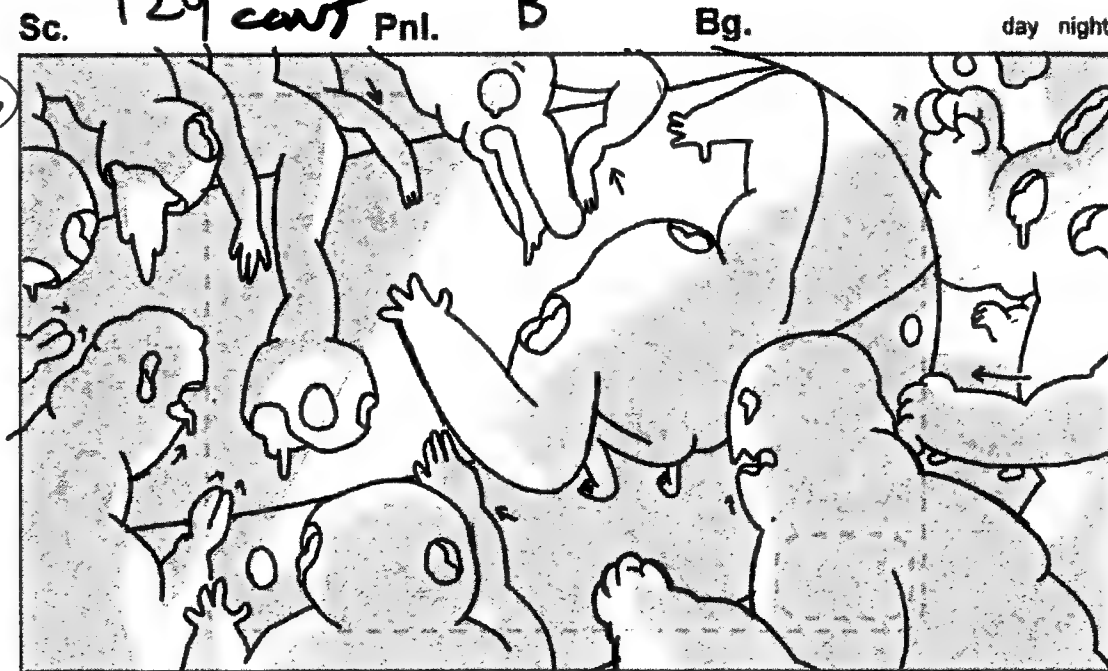
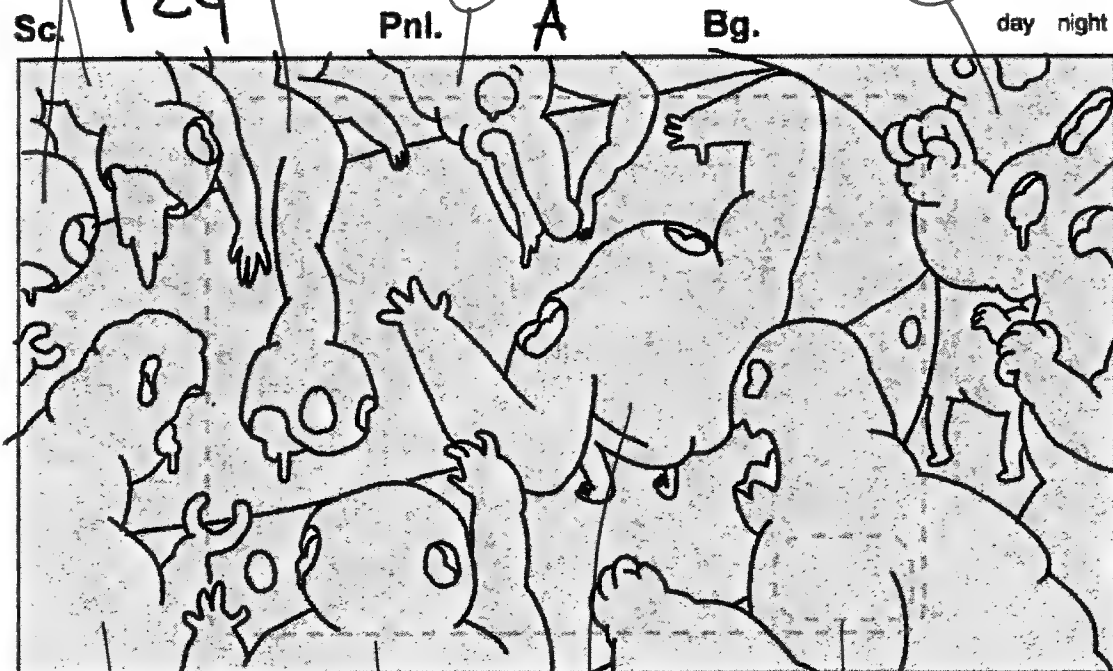


## ADVENTURE TIME



Page

167



Dialog:

3

4

#16

#1

GOO MONSTERS : [ANGER/ SURPRISE WALLA]

Action: CREATURES BANG ON SHIP AS LIGHTS TURN  
off and on.

JUN 27 2012

Timing:

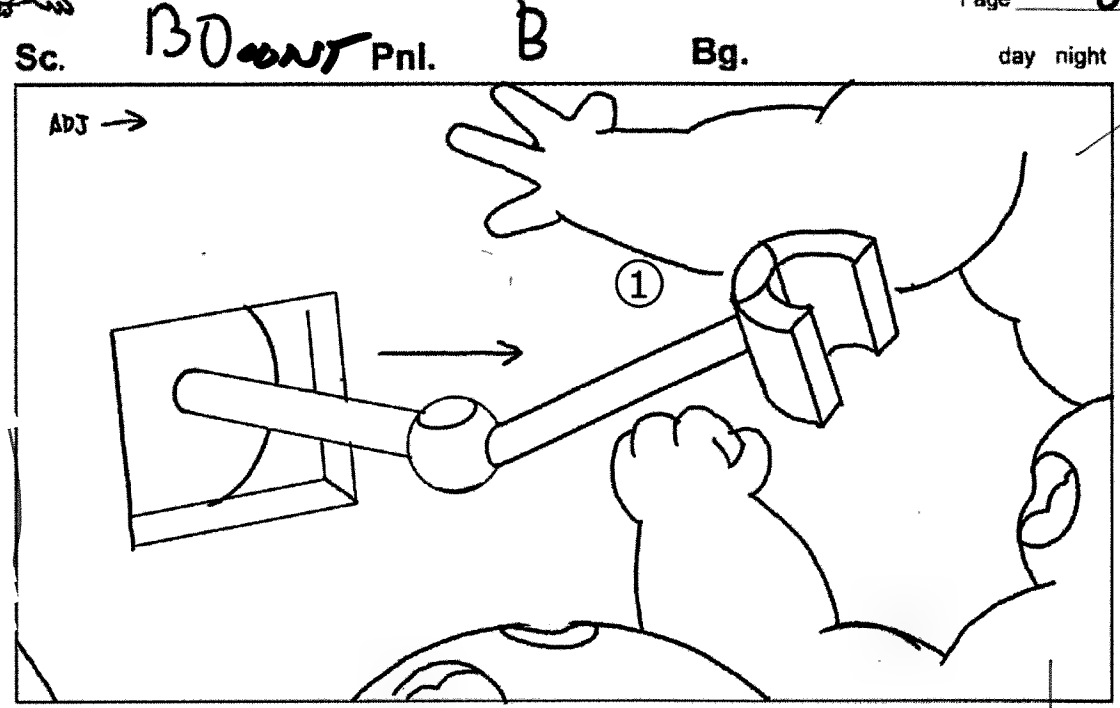
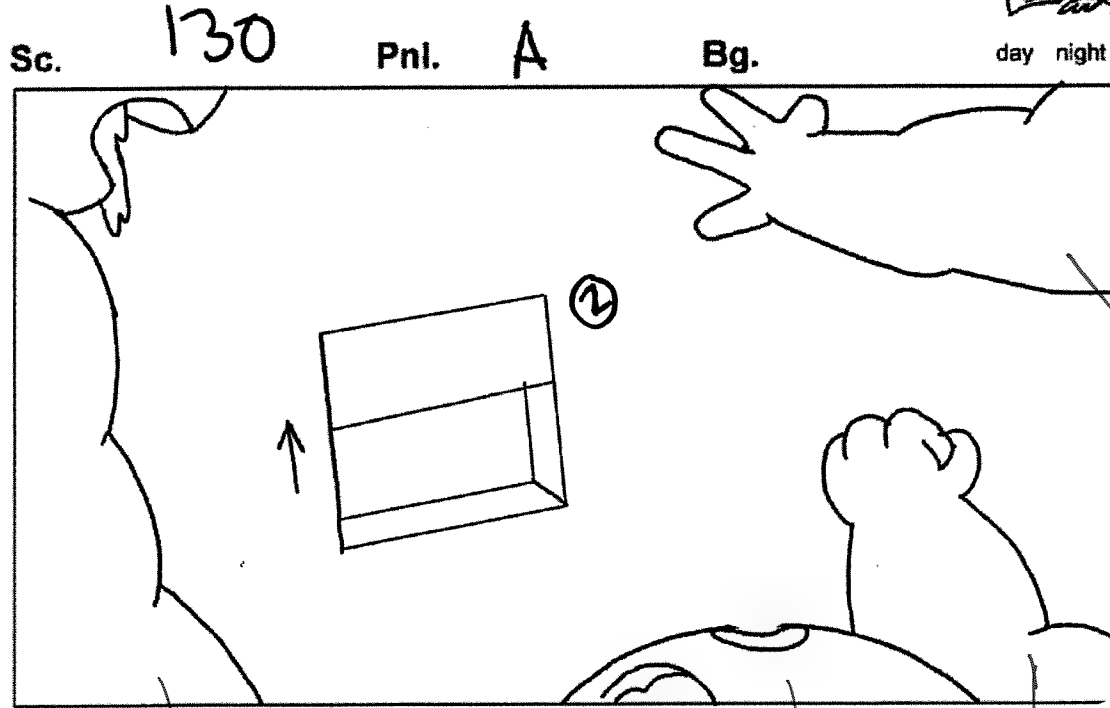
EPISODE # 1014-151

Production :

# ADVENTURE TIME



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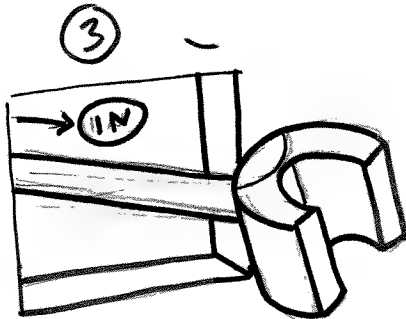
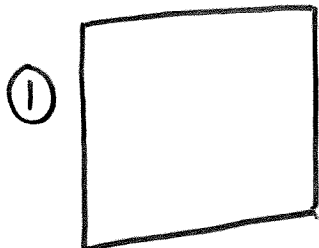
Dialog:

6

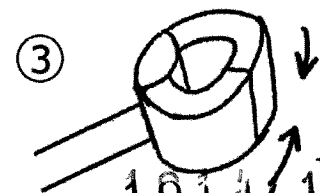
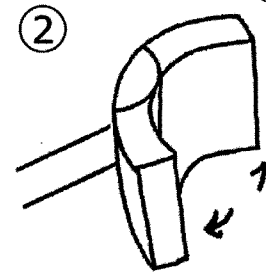
9

4

Action: LITTLE DOOR opens up.



ROBOTIC ARM comes out of ship,  
THE GRABBER OPENS AND CLOSSES.



JUN 27 2013

Production :

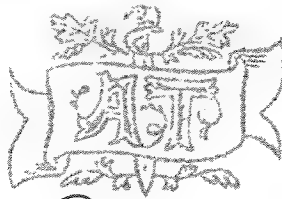
EPISODE # 1014-151

1014/151

1014/151

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# ADVENTURE TIME



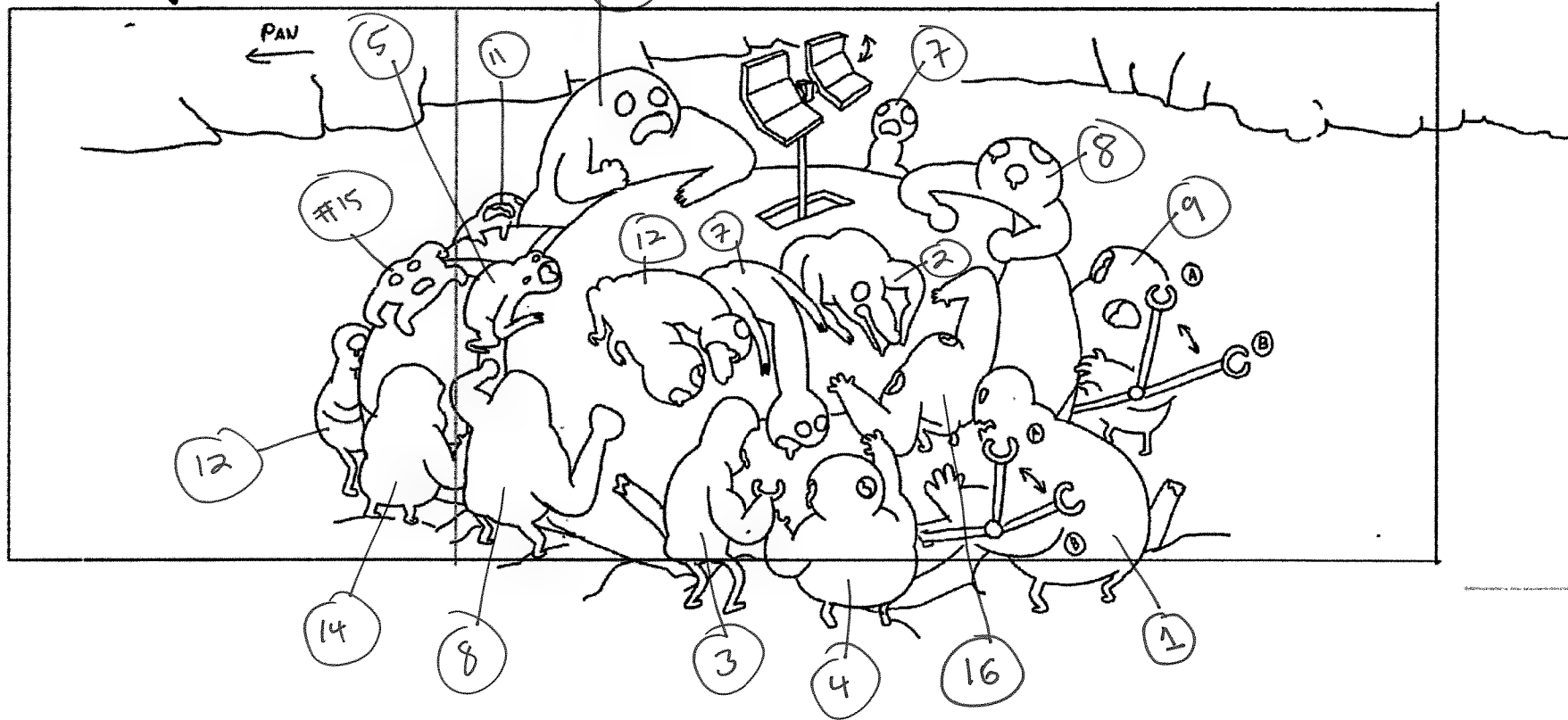
169

File. **131**

Sc.

A

13



Dialog:

Action:

- ① LIGHTS TURN OFF AND ON.
- ② ROBOT GRABBERS MOVE BACK AND FORTH.
- ③ SOLAR PANELS ROTATE.

Timing:

JUN 27 2013

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EPISODE #

1014/151

Production :

1014/151

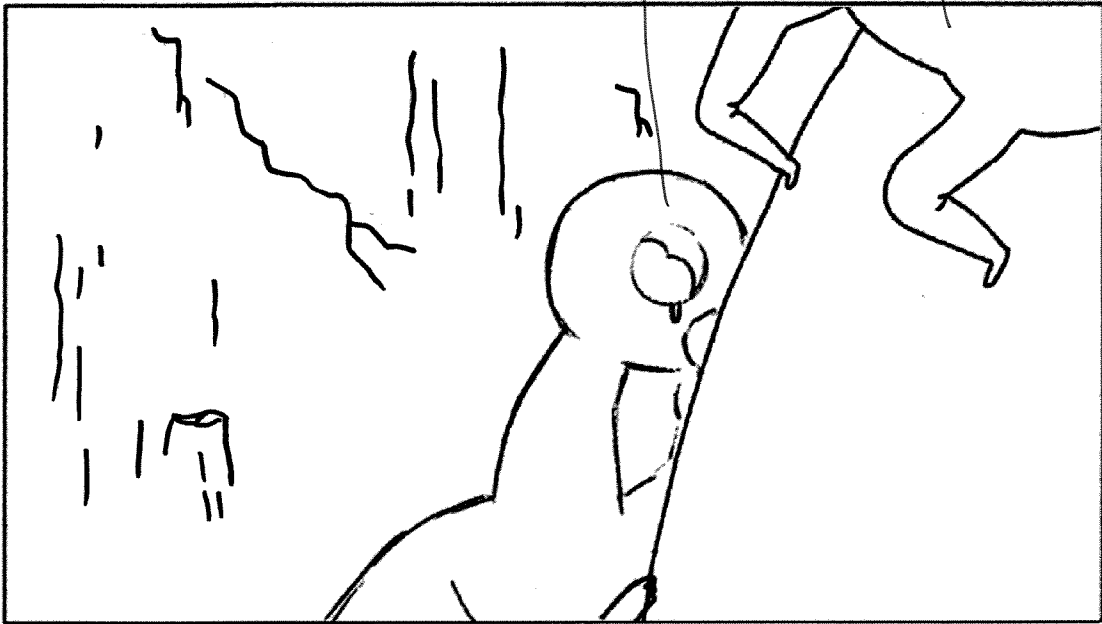
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# ADVENTURE TIME

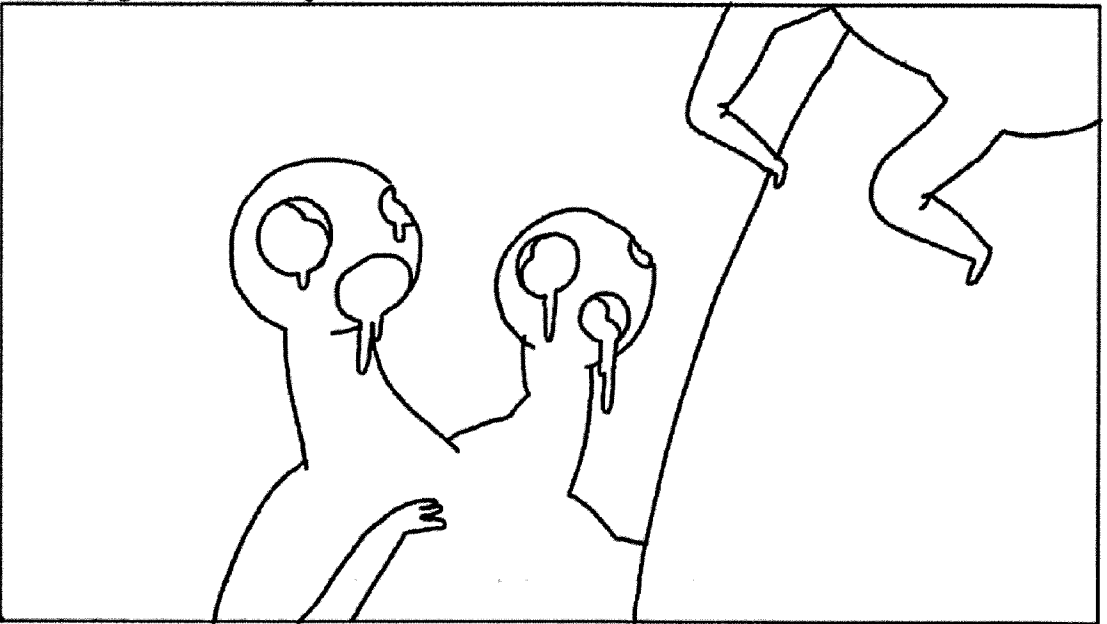


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Sc. 132 Pnl. A 12 Bg. 15 day night



Sc. 132 CONT Pnl. B Bg. day night



Dialog:	GOO MONSTERS : [ ATTACK WALLA ]	
Action:	CREATURE AT THE BACK of the ship looks towards the Front of the ship.	JUN 27 2011
Timing:		

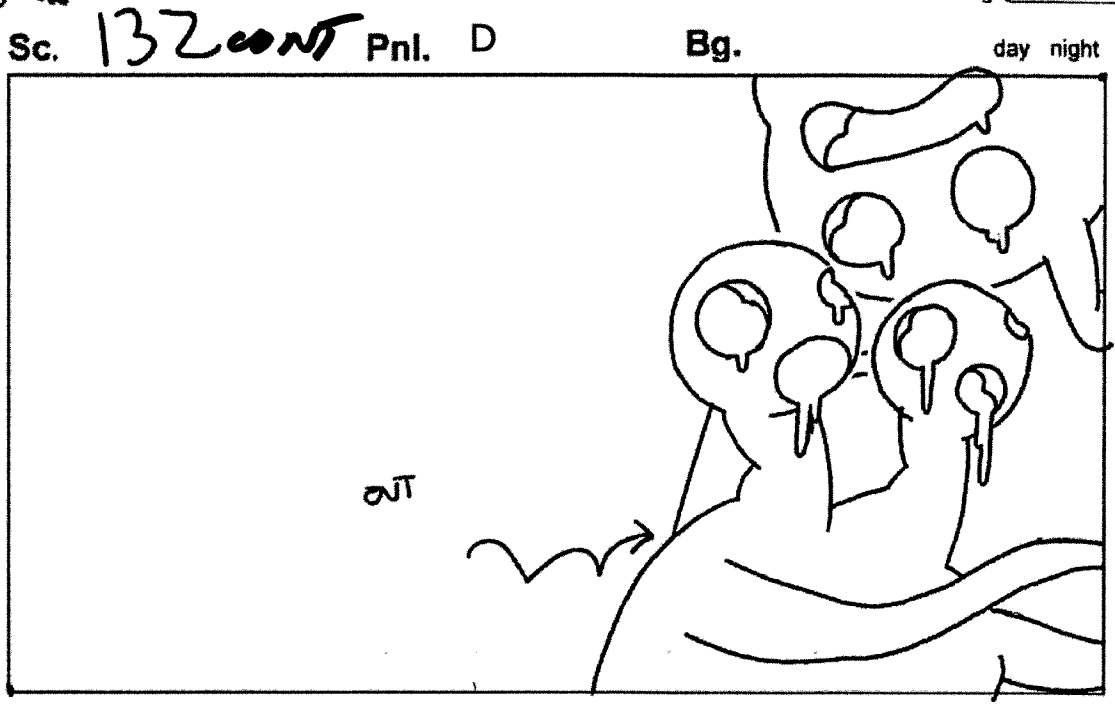
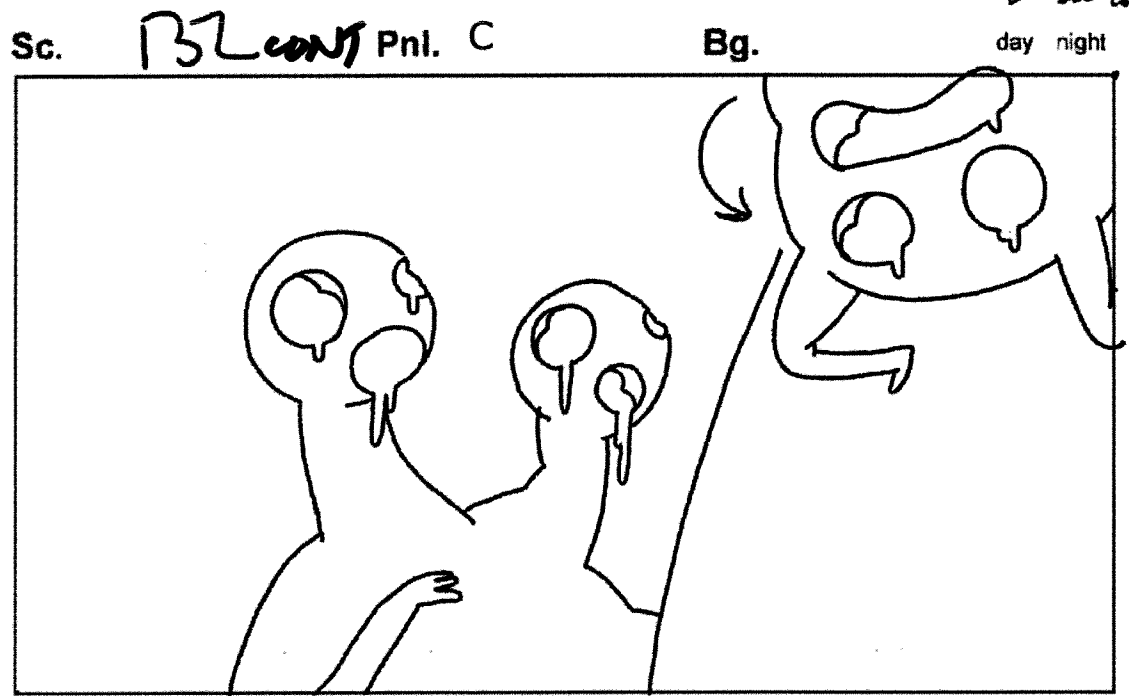
EPISODE # 1014-151  
Production :

1014/151

ADVENTURE TIME



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Dialog:	
Action: OTHER CREATURE TURNS REVEALING FACE.	1st creature LEAVES FRAME.
Timing:	

JUN 27 2013

1014-151

EPISODE #

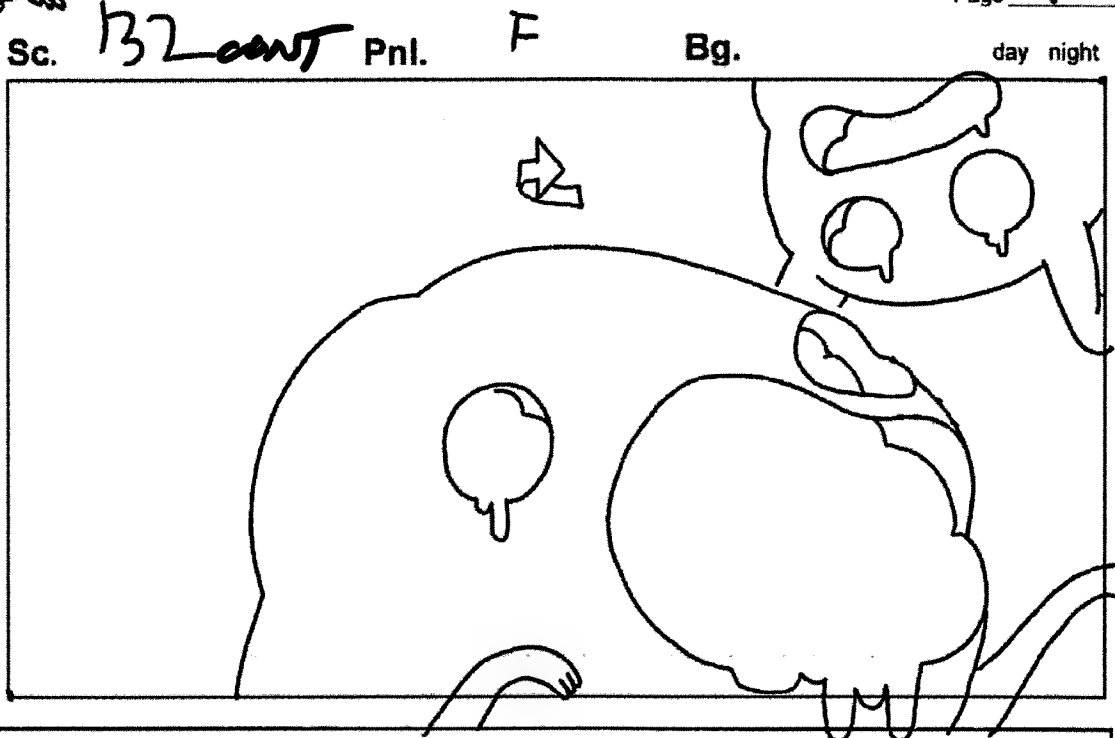
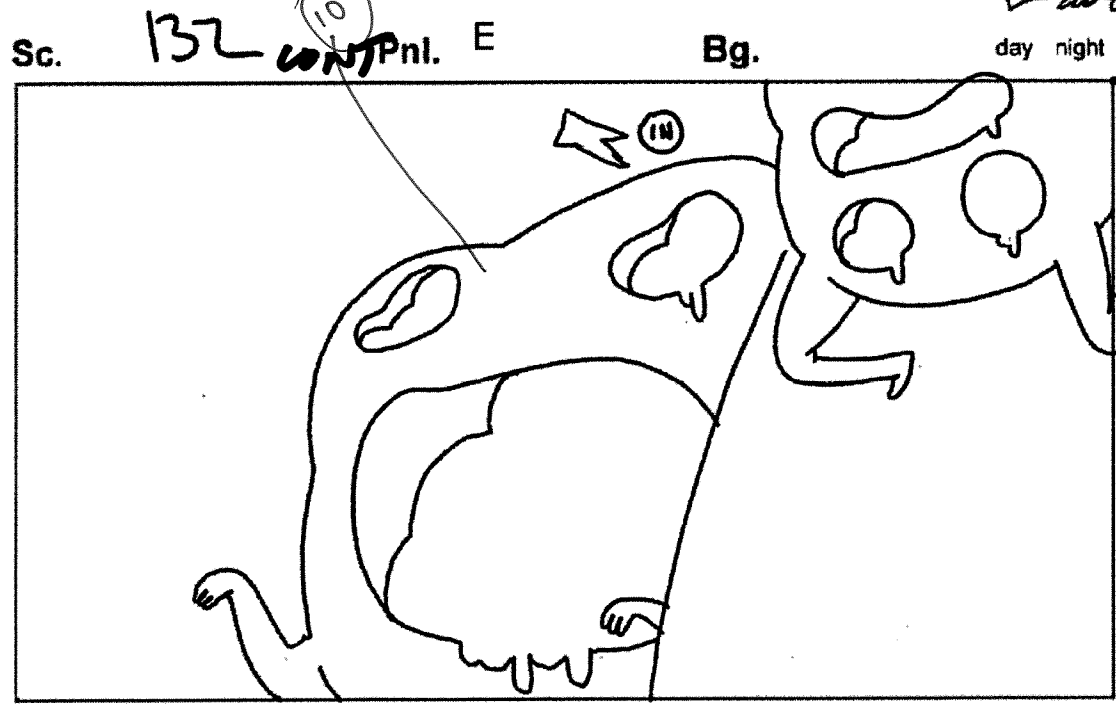
1014/151

Production :

1014/151

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ADVENTURE TIME



Dialog:
Action: 3rd creature walks around ship.
Timing:

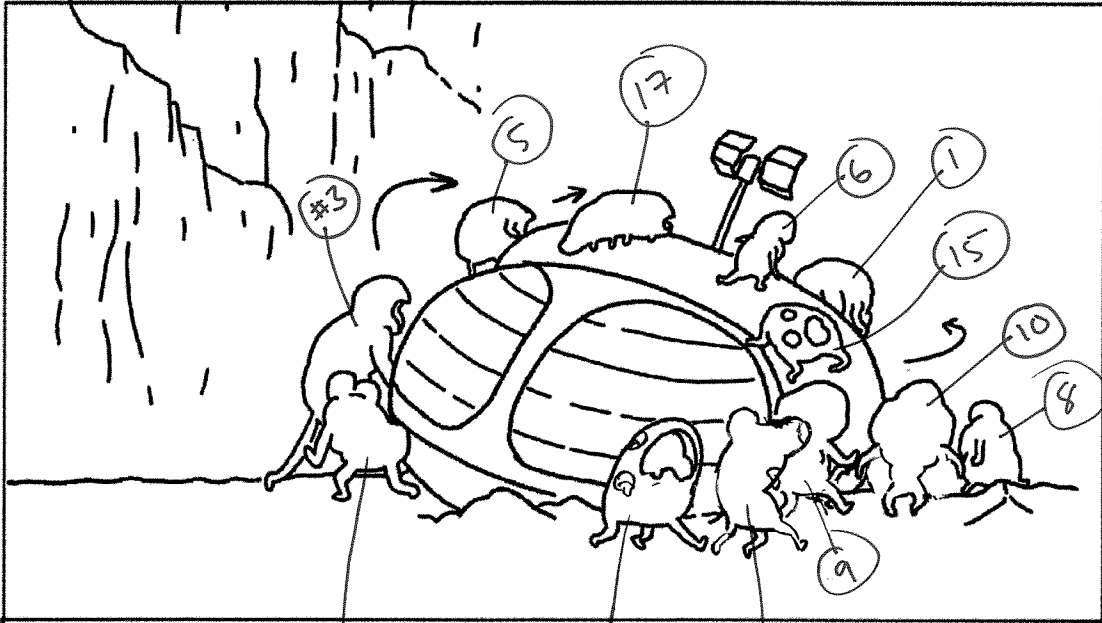
JUN 27 2013

1014-151  
EPISODE #  
Production :

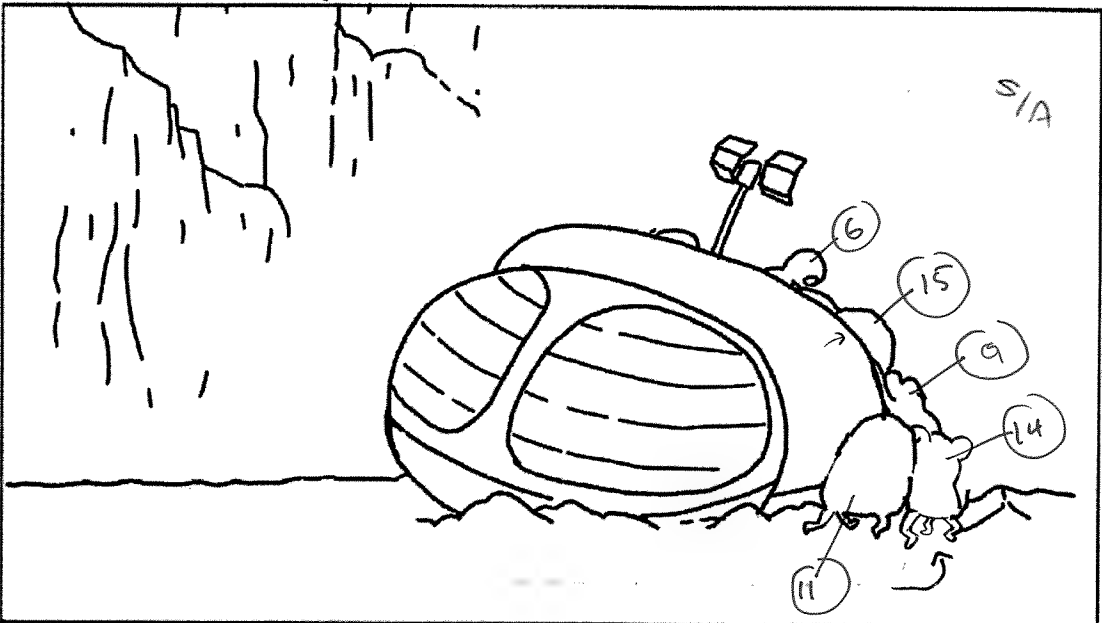
ADVENTURE TIME



Sc. 133 Pnl. A Bg. day night



Sc. 133 cont Pnl. B Bg. day night



Dialog:
Action: -GOO MONSTERS WALK TOWARDS THE FRONT OF SHIP
Timing:

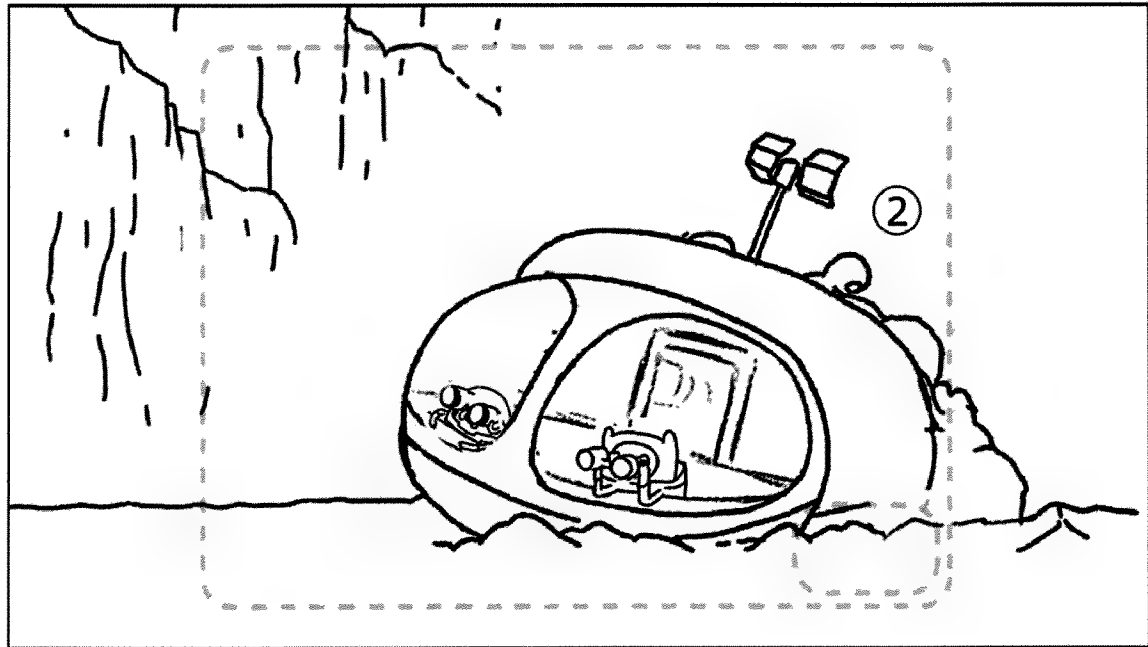
JUN 27 2013

Production : 1014-151 EPISODE # 1014/151

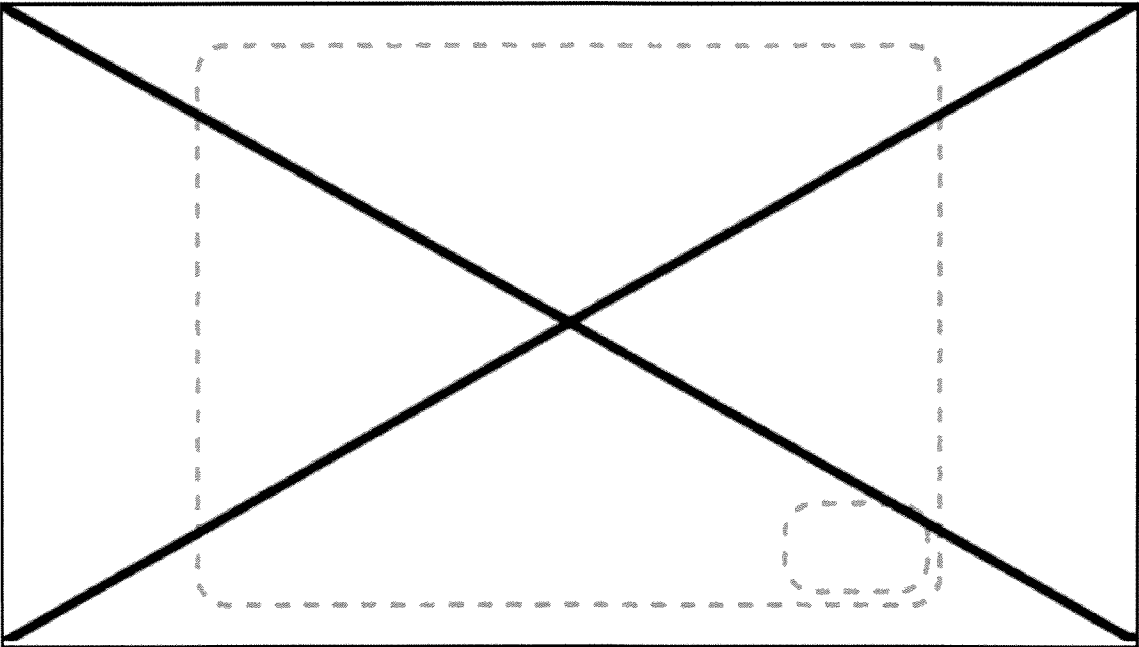
ADVENTURE TIME

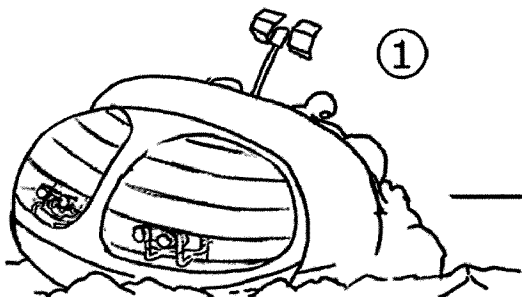


Sc. 133 *CONT* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:		back shields raise up on back windows
Action:		
Timing:		

JUN 27 2012

EPISODE # 1014-151

1014/151

Production :

1014/151

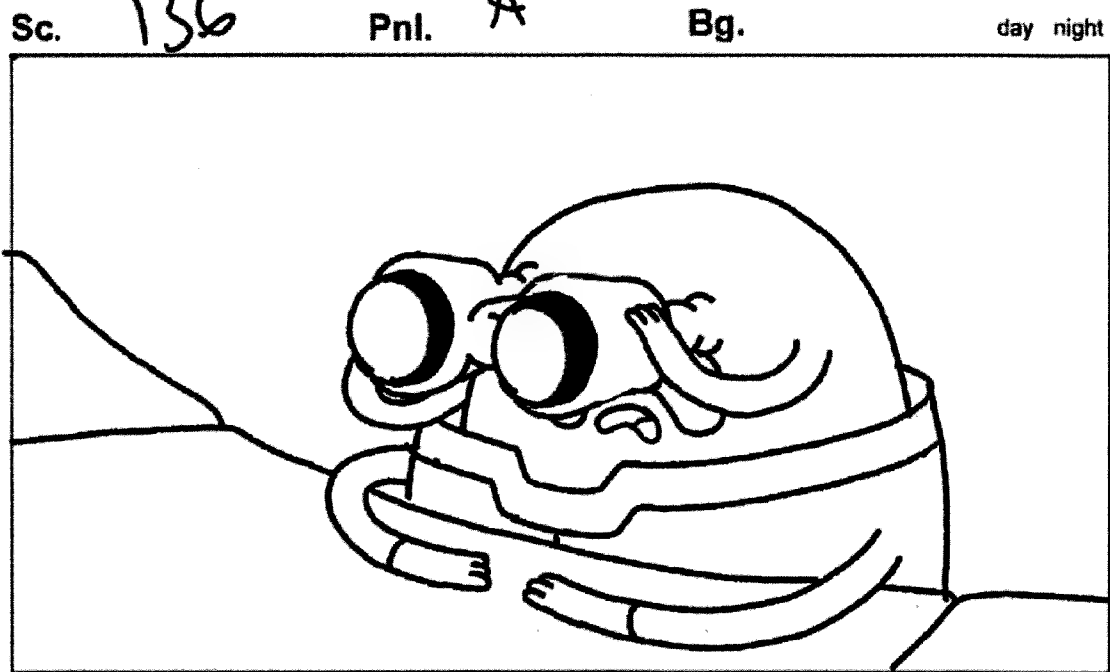
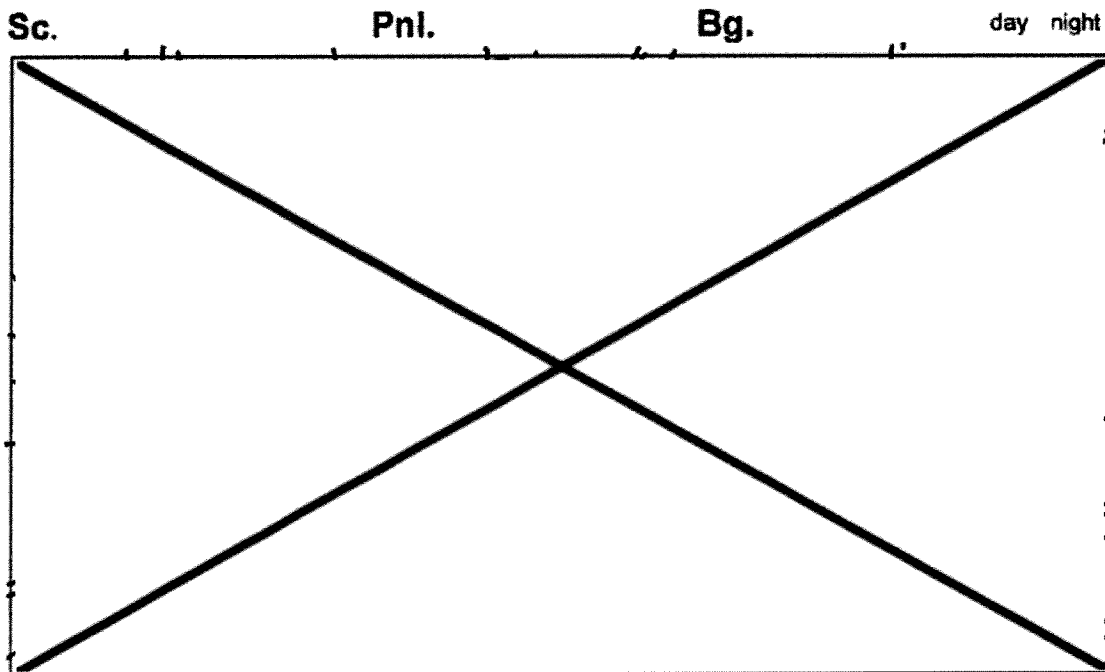
1014/151  
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# ADVENTURE TIME



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Dialog:
<u>J/ YOU SEE ANYTHING BRUDDAH?</u>
Action:
JUN 27 2013
Timing:

1014-151

EPISODE #

1014/151

Production :

1014/151

1014/151

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# ADVENTURE TIME



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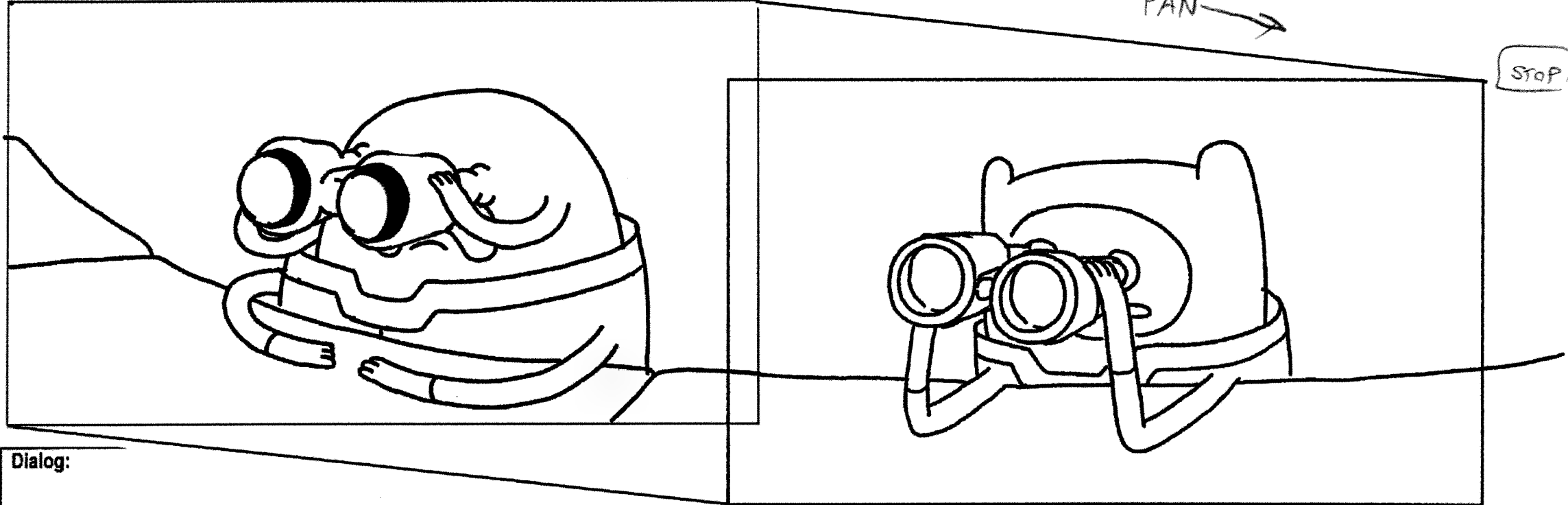
Sc. 136 cont Pnl. B Bg.

day night

START

PAN →

STOP



Dialog:

E/ I GOT BUNKUS.

Action:

- PAN RIGHT TO FINN

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

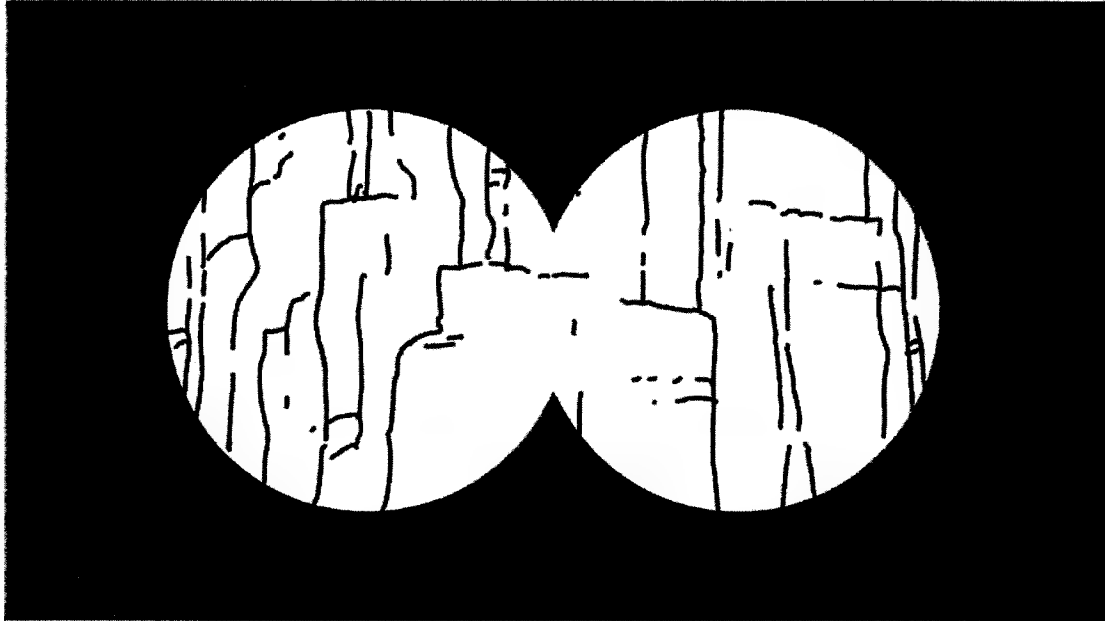
1014/151

ADVENTURE TIME

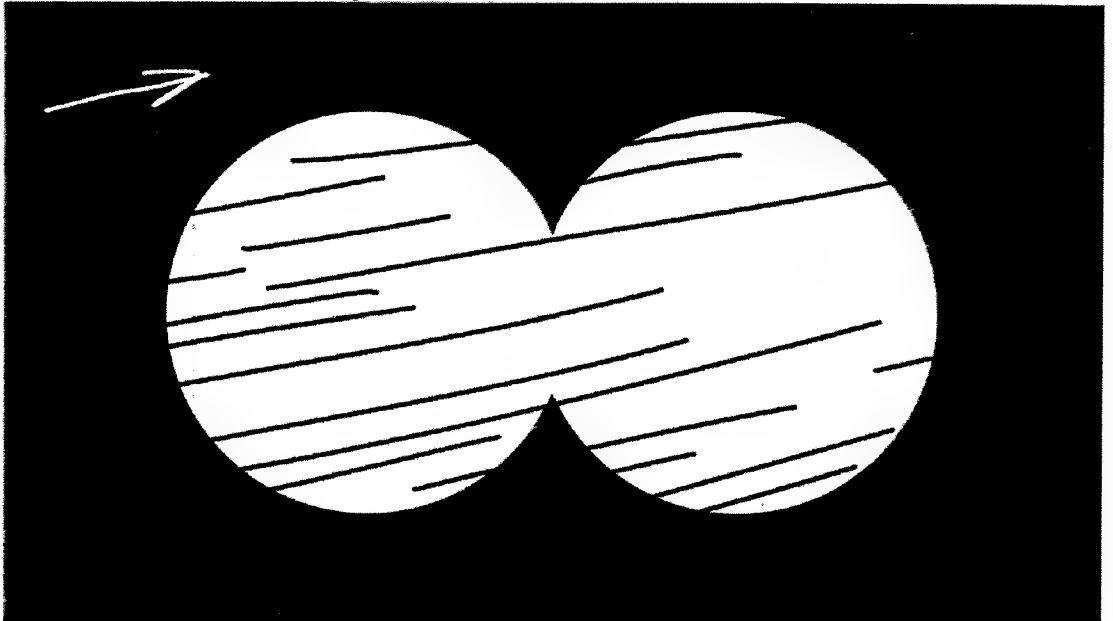


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Sc. 137 Pnl. A Bg. day night



Sc. 137 ~~cont~~ Pnl. B Bg. day night



Dialog:
Action: VIEW of SHEER CLIFF FACE THROUGH BINOCs.      Zip PAN Through BINOCs.      JUN 27 2013
Timing:

1014-151

EPISODE #

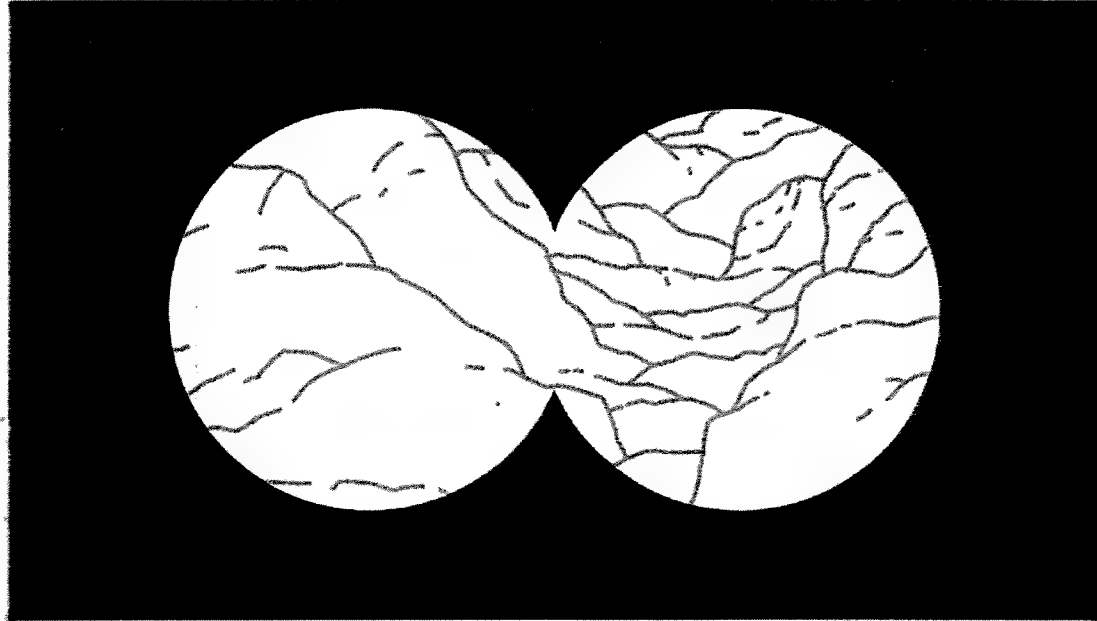
1014/151

Production :

1014/151

# ADVENTURE TIME

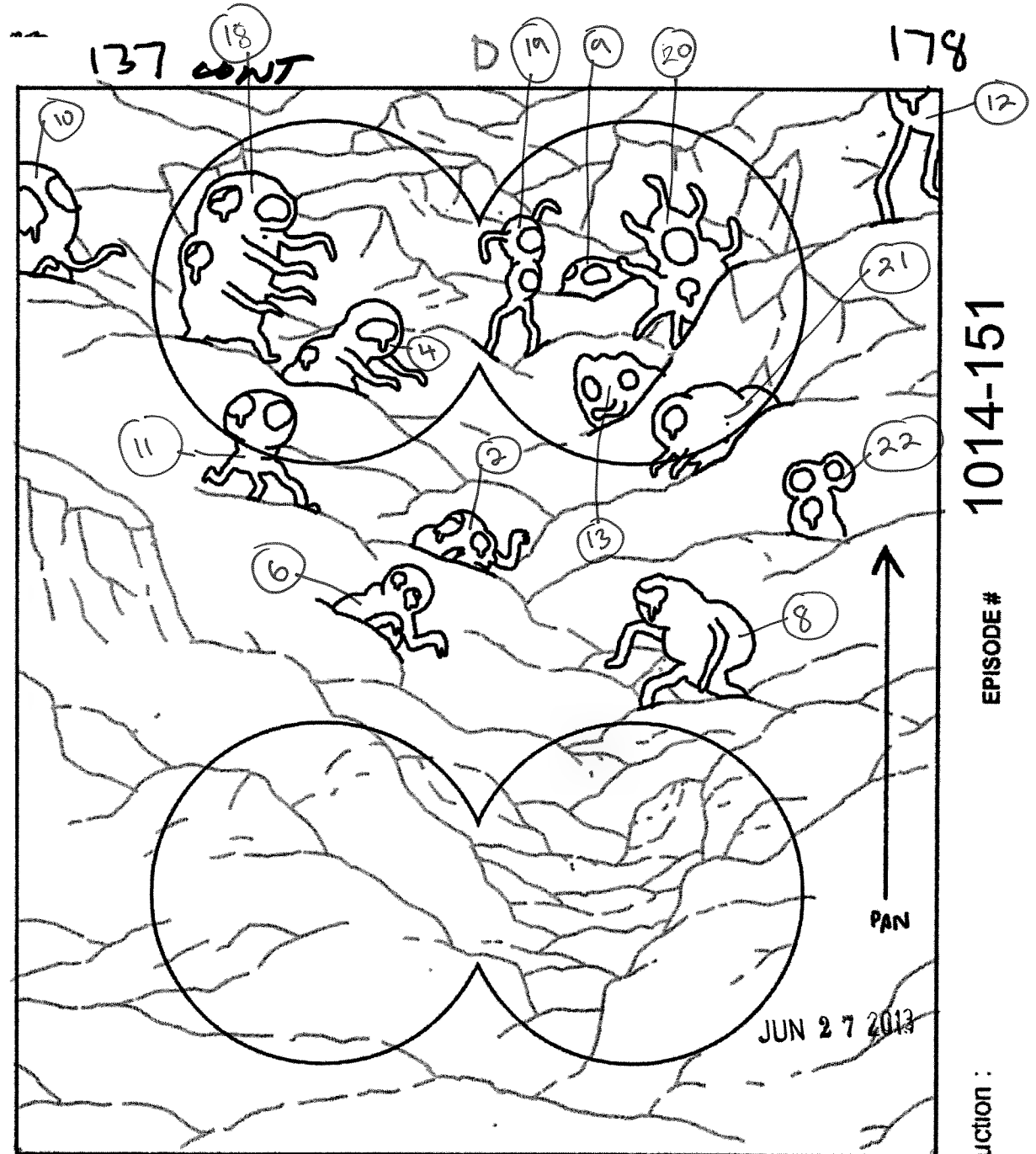
Sc. 137 *CONT* Pnl. C Bg. day night



Dialog:  
F/ WAIT, IF WE JAM UP TO THAT  
CLIFF FACE I THINK WE CAN CLIMB WHOOP,  
MORE GOO BROS.

Action:

Timing:



Pan up to Reveal creatures up at the TOP of the path.

1014-151

EPISODE #

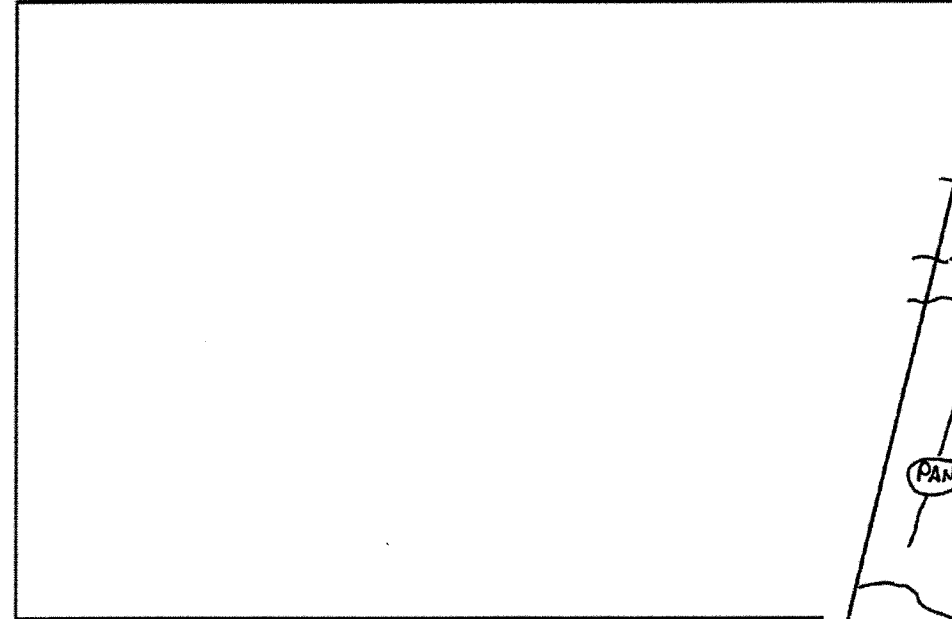
Production :

1014/151

1014/151

# ADVENTURE TIME

Sc. Pnl. Bg.



Dialog:

SFX / HIGH WHISTLING NOISE.  
we hear a whistling Noise all the creatures look up.  
(F) (0:15) WH-WHAT THE!

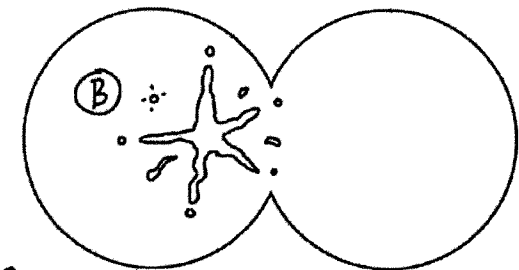
Action:

Timing:



Bg. day night

(A) FLARE COMES INTO FRAME



(B) FLARE Goes off.

JUN 27 2013

EPISODE # 1014-151

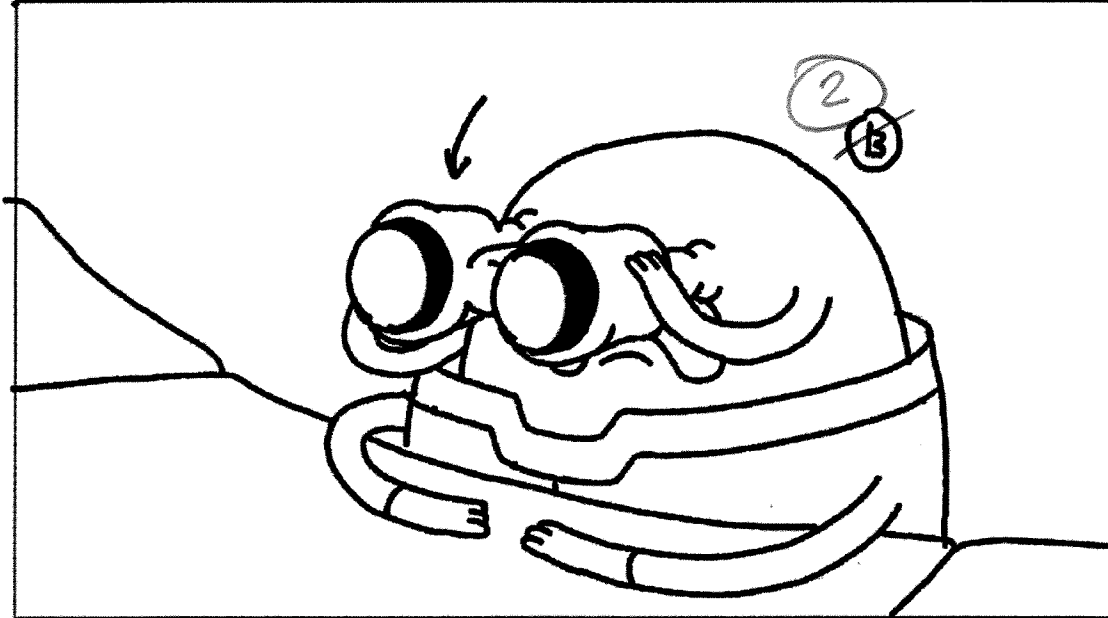
Production :

1014/151

# ADVENTURE TIME



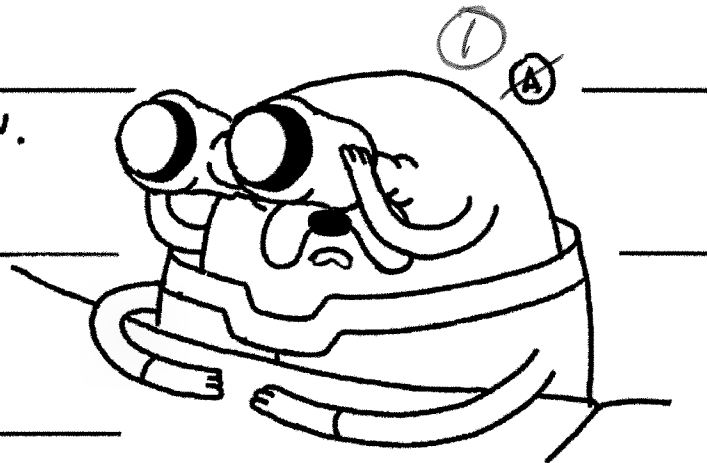
Sc. 137A Pnl. A Bg. day night



Dialog:

Action: JAKE LOOKS DOWN.

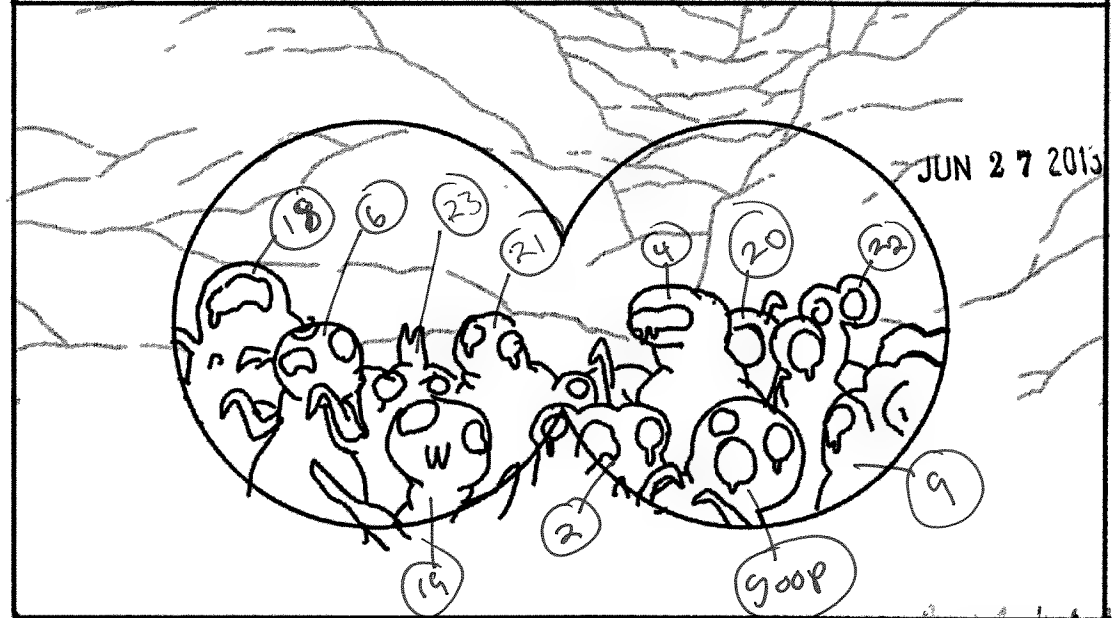
Timing:



137 B

A

180



1014-151

EPISODE #

1014/151

Production :

1014/151

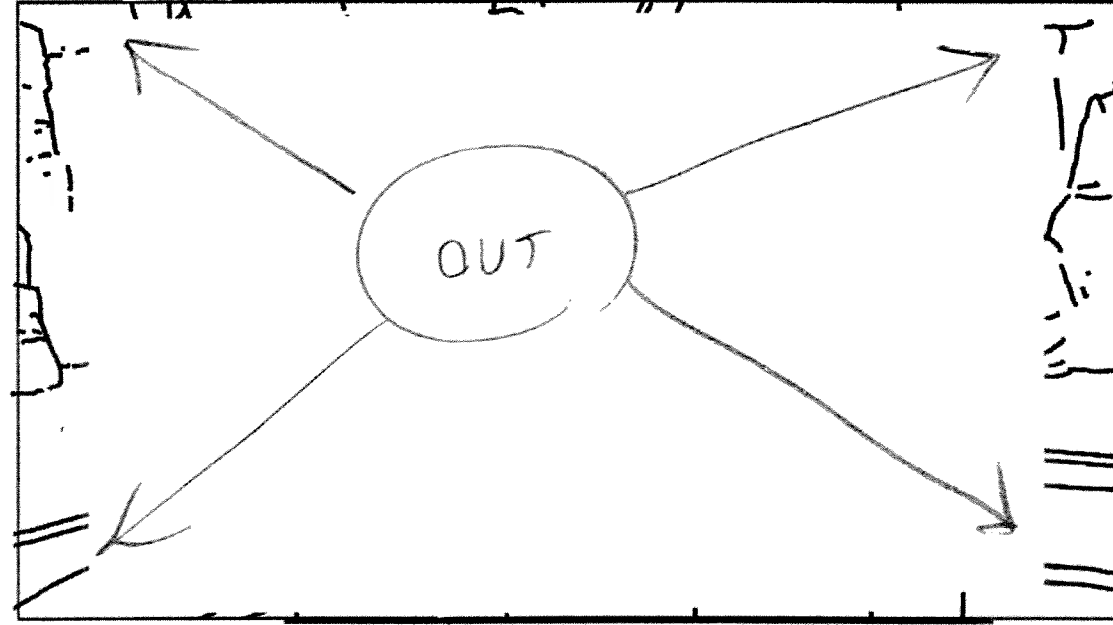
NO SC  
138

Page 181

**day night**



<b>Sc.</b>	<b>Pnl.</b>	<b>Bg.</b>	day	night
------------	-------------	------------	-----	-------



GOO MONSTERS: [CHARGING WALLA]

CREATURES RUN TOWARDS CAMERA.

**Timing:**

EPISODE # 1014-151

1014/151

**Production :**

JUN 27 2013

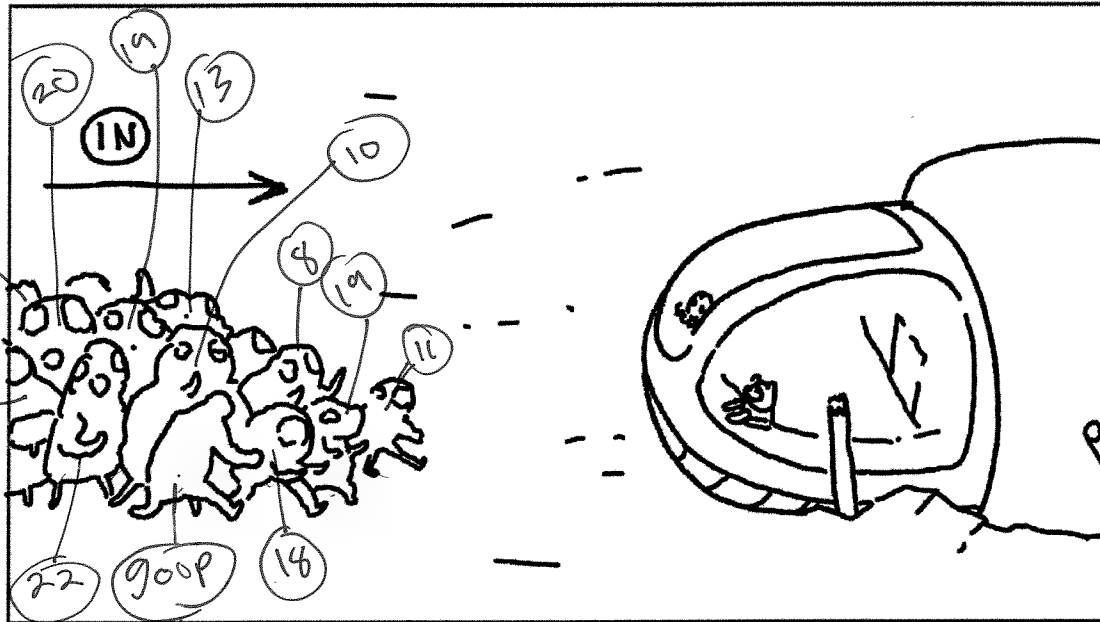
4/151

# ADVENTURE TIME

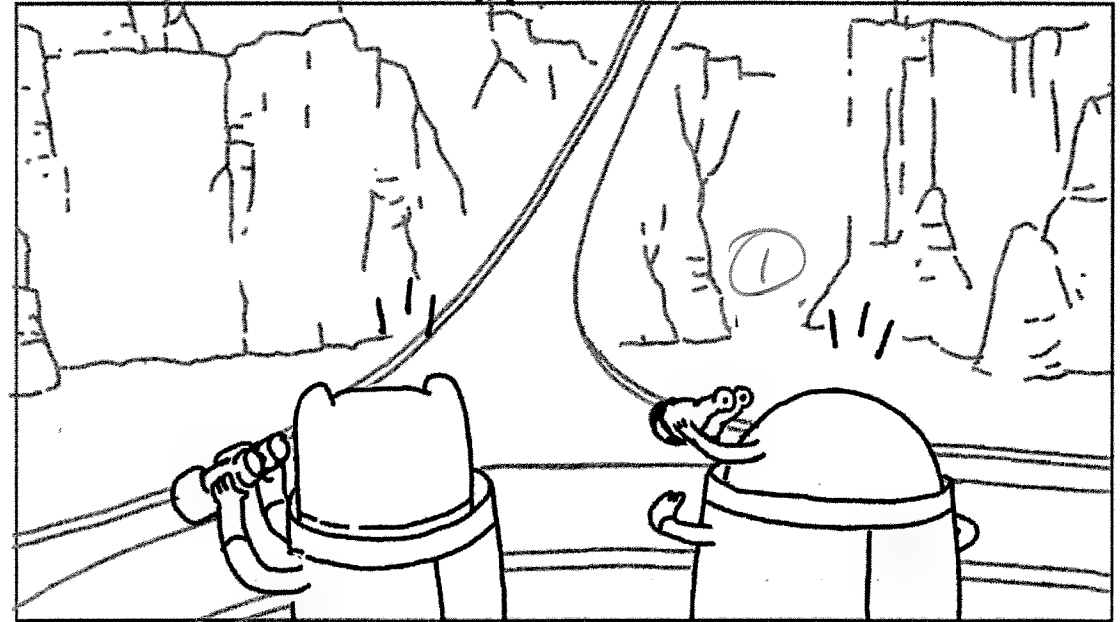


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Sc. 139 Pnl. A Bg. day night



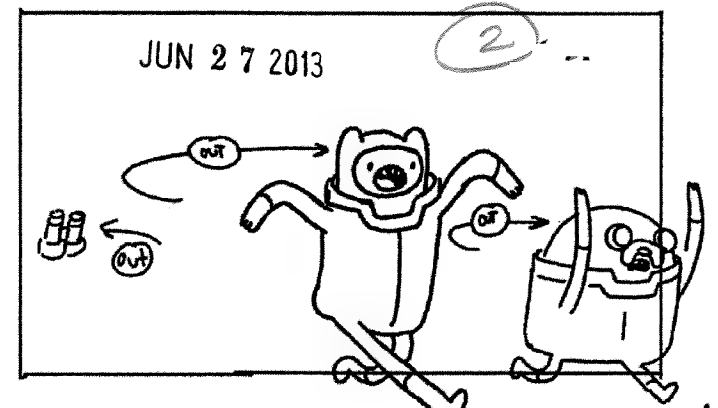
Sc. 140 Pnl. A Bg. day night



Dialog:

Action:

Timing:



(AT 0) F.N.J. / YAAAAAH!

EPISODE # 1014-151

1014/151

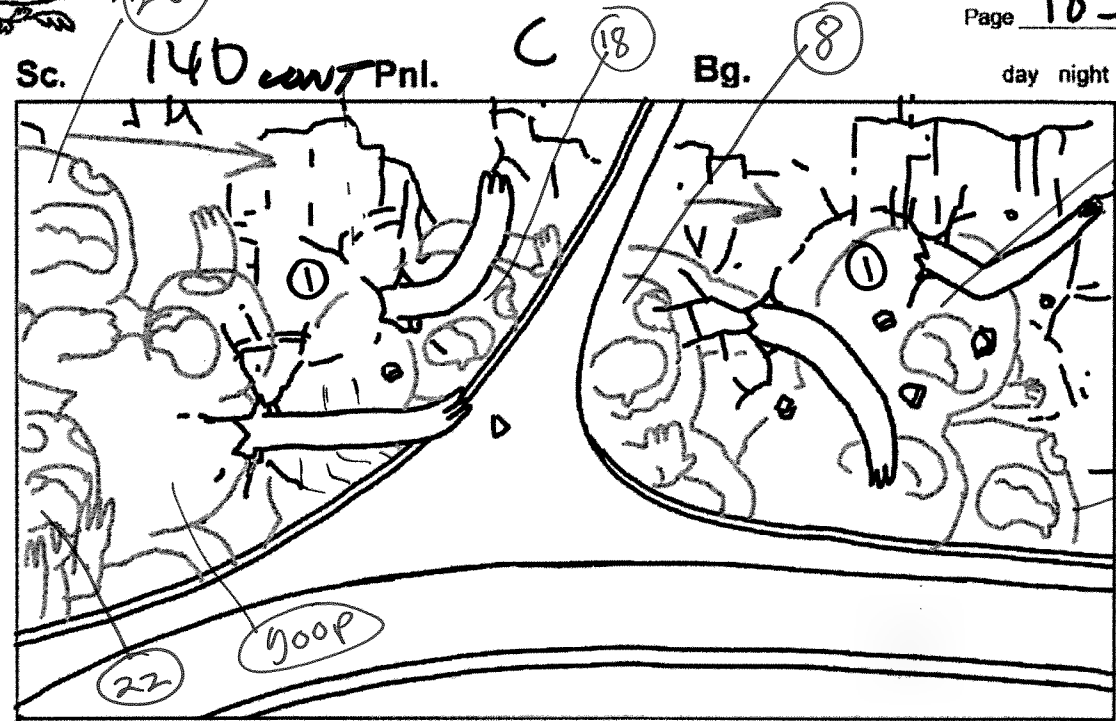
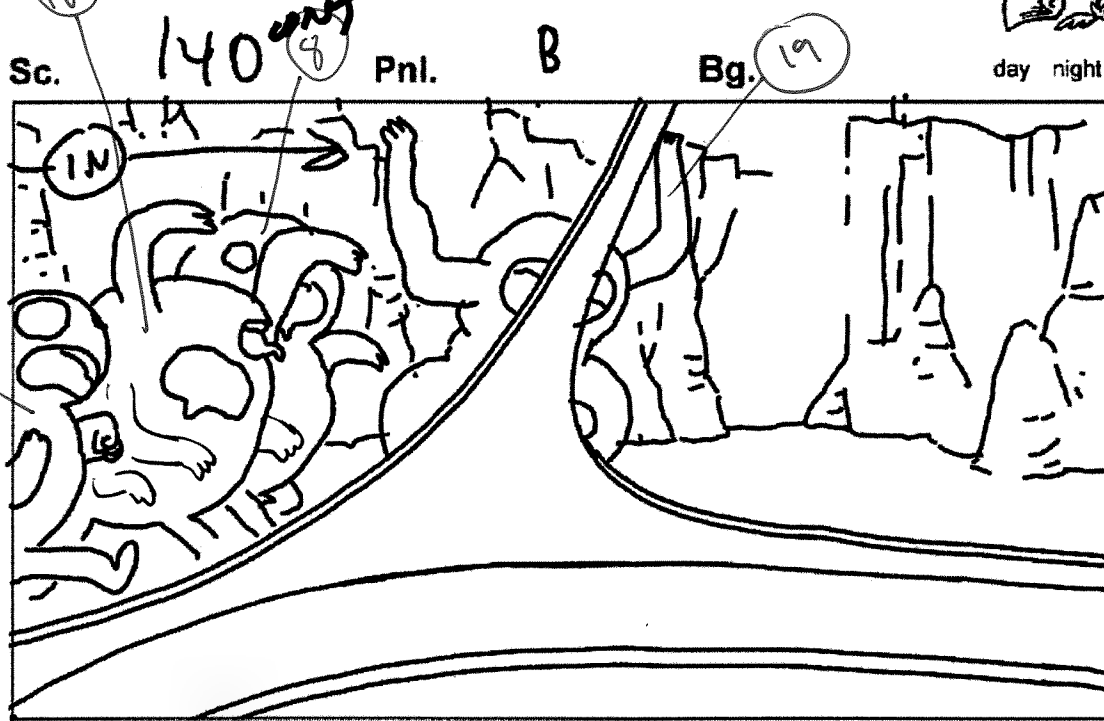
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# ADVENTURE TIME



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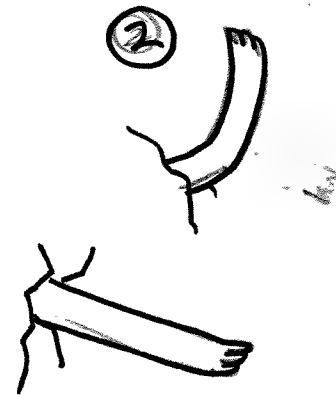
Dialog:

GOO MONSTERS: (ATTACKING/RUNNING)

Action:

creatures Run in

Timing:



JUN 27 2013

And start to break thru window

EPISODE # 1014-151

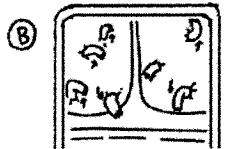
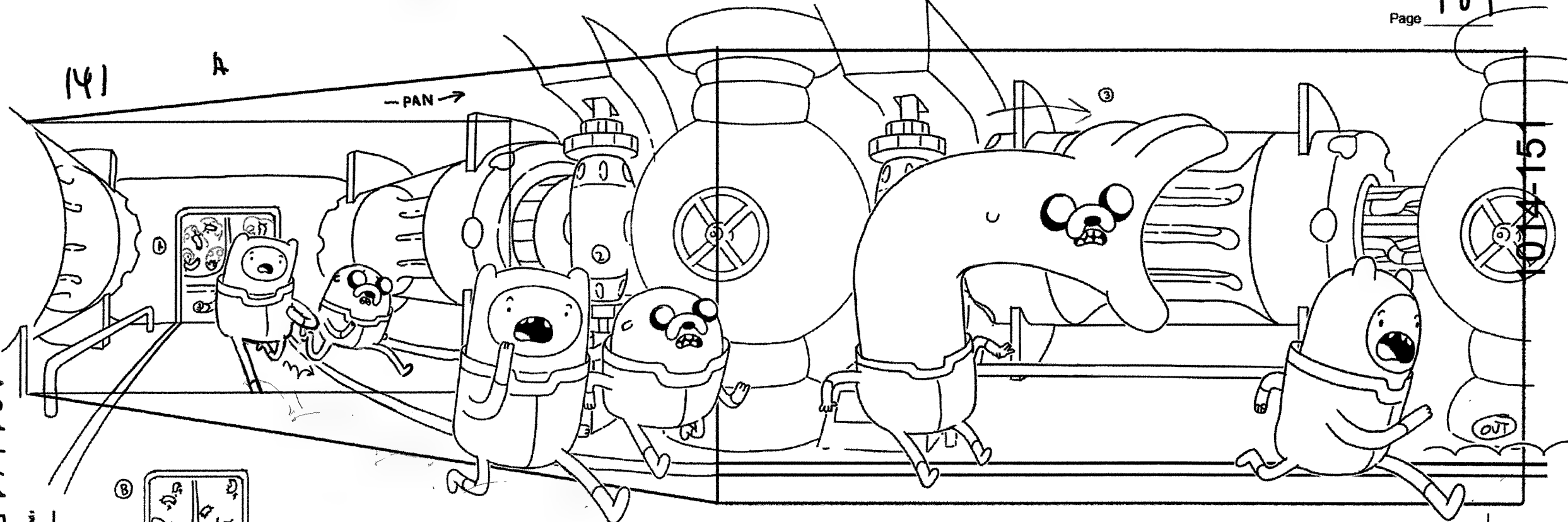
Production :

1014/151

1014/151

# ADVENTURE TIME

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ARMS WRIGGLE AROUND.

F + J : [ PANICKED RUNNING ]

Action:

- JAKE STRETCHES  
HIS HEAD INTO A HAND

- JAKE GRABS one of the ENGINES.

- Finn Rms out of FRAME.

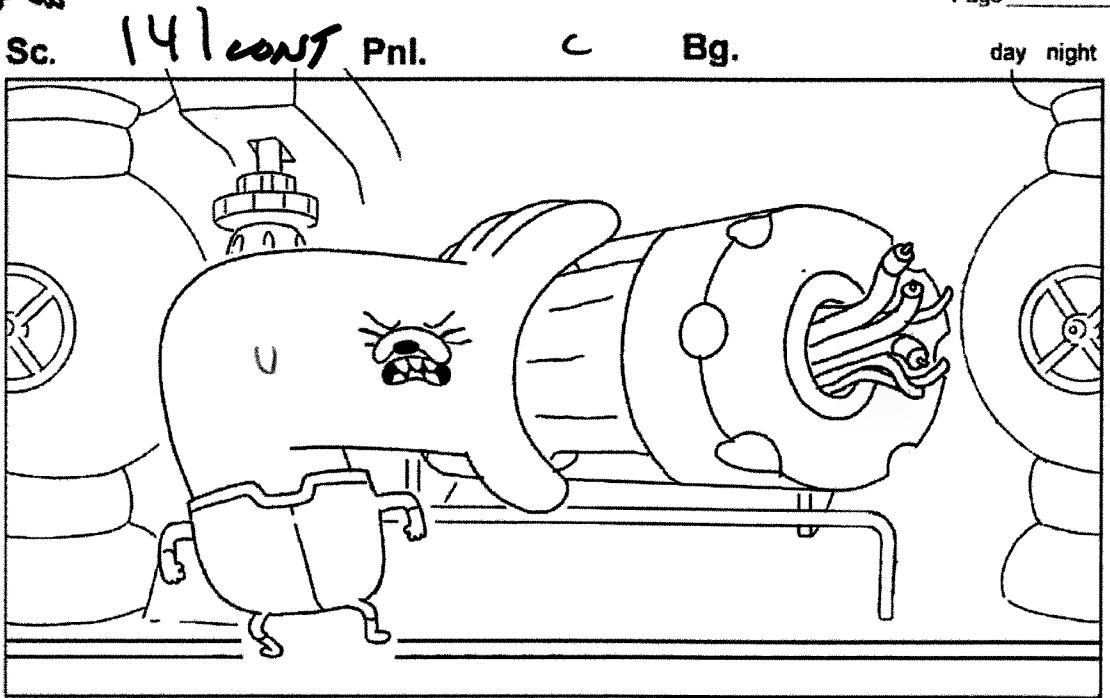
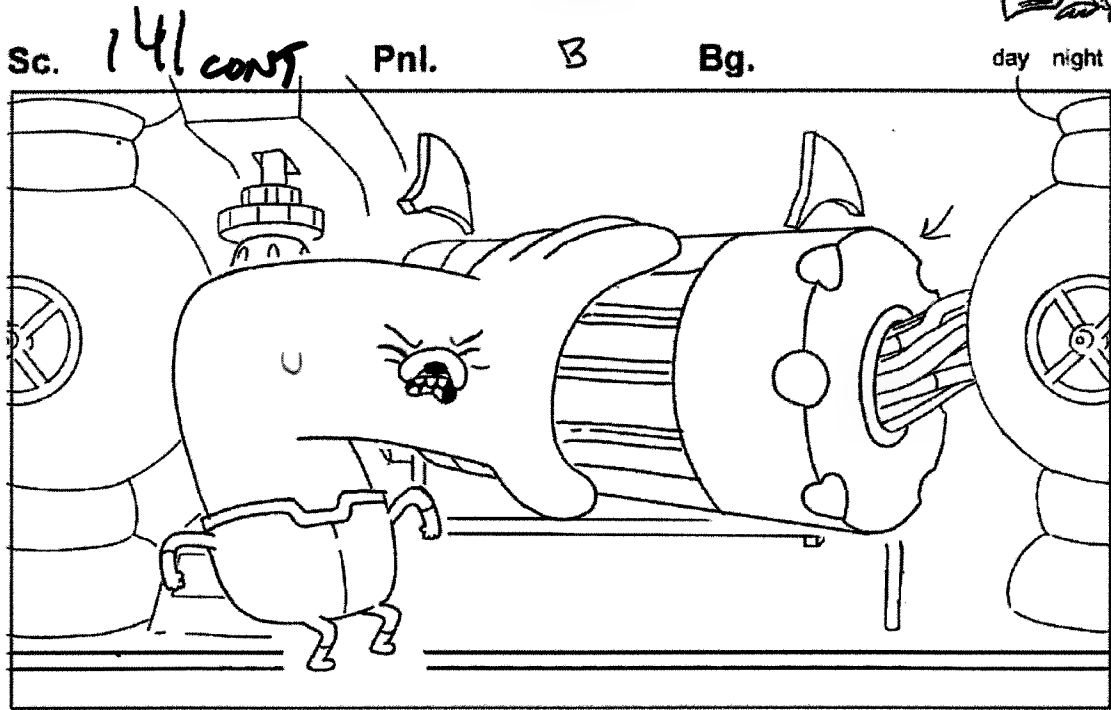
JUN 27 2013

Timing:

Production :

1014/151

ADVENTURE TIME



Dialog:	J: [STRAINING]	J: [GRUNT]
Action:	JAKE RIPS Engine out of Fle wall.	
Timing:	JUN 27 2013	

1014-151

EPISODE #

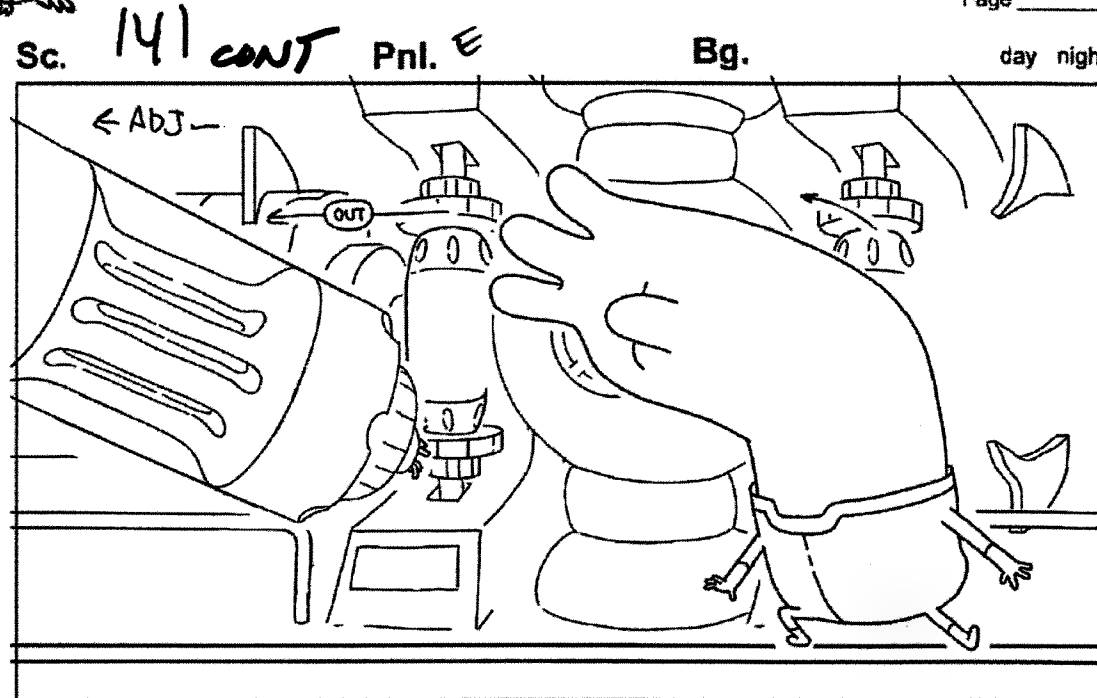
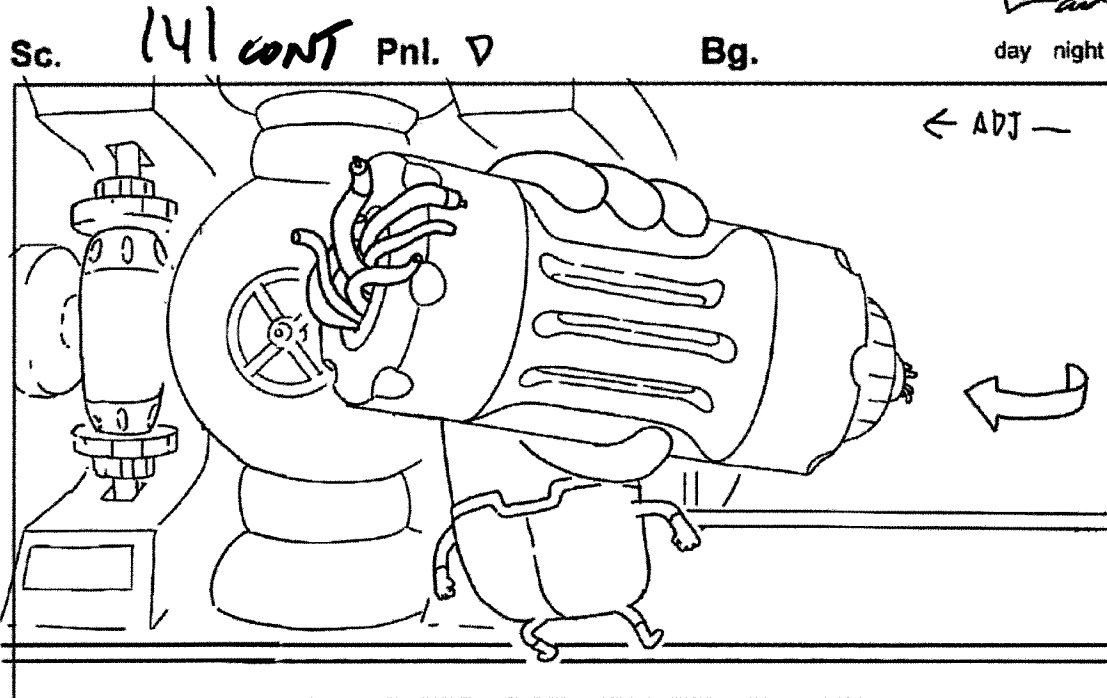
1014/151 4

Production :

# ADVENTURE TIME



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Dialog:	
J: YAH!	
Action:	- JAKE TOSSES ENGINE OFF
CAMERA PANS BACK WITH JAKE'S MOVEMENT. PAN IS NO LONGER BANANA PAN.	
Timing:	JUN 27 2011

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EPISODE #

1014/151

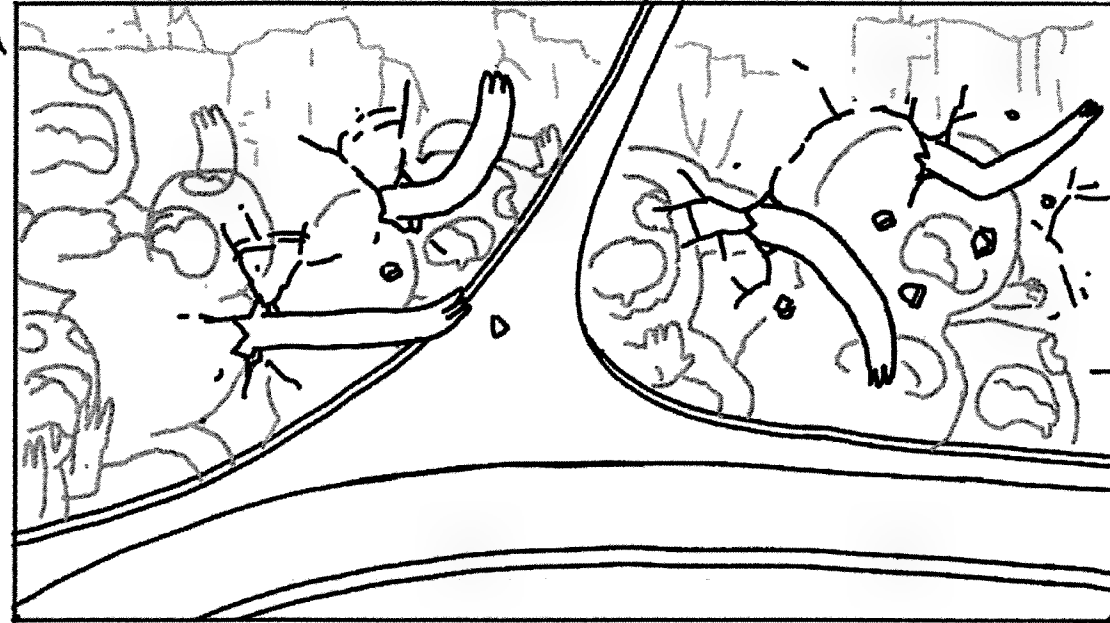
Production :

# ADVENTURE TIME

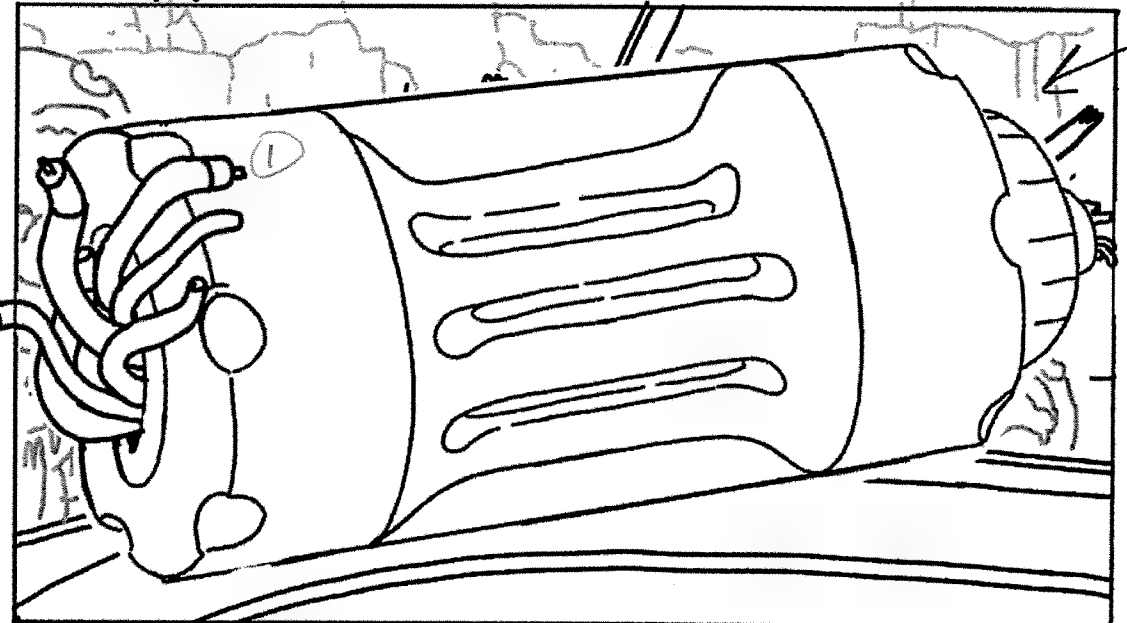


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Sc. 142 Pnl. A Bg. day night



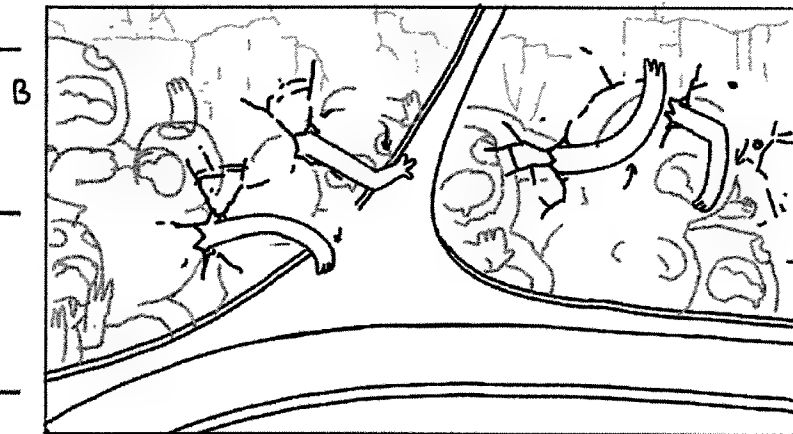
Sc. 142 cont Pnl. B Bg. day night



Dialog: \*over size layout for post cam. shake.

Action:

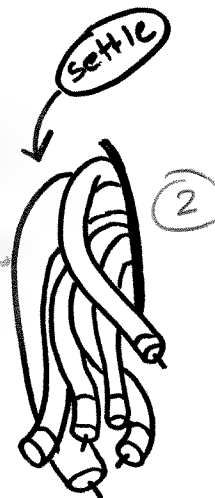
Timing:



- Engine blocks window.

EN

JUN 17 2012



EPISODE # 1014-151

1014/151

Production :

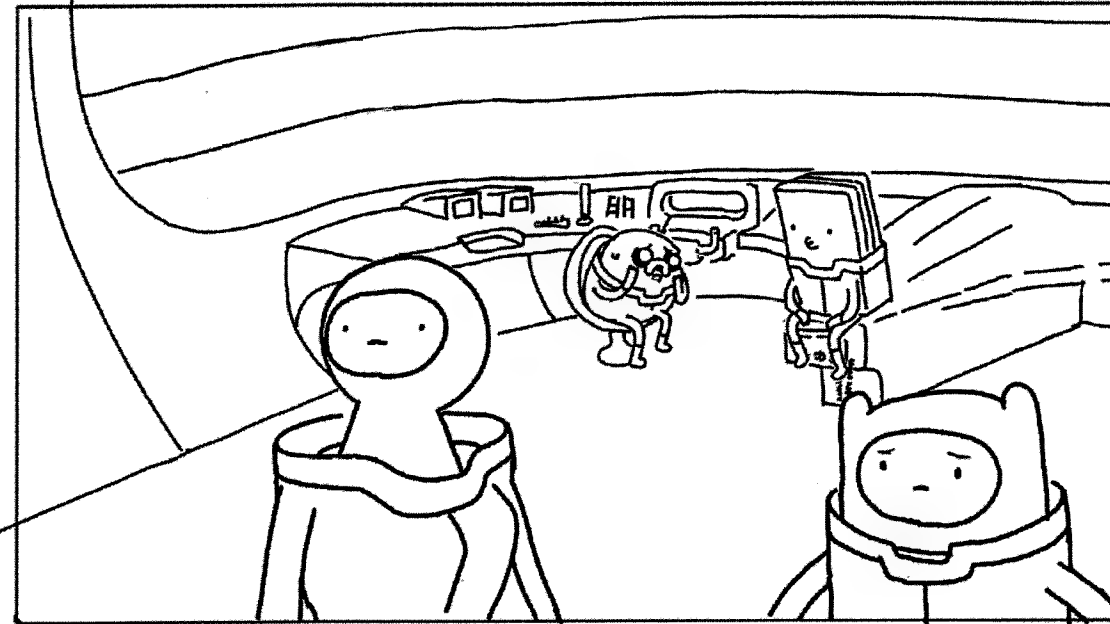
1014/151

# ADVENTURE TIME

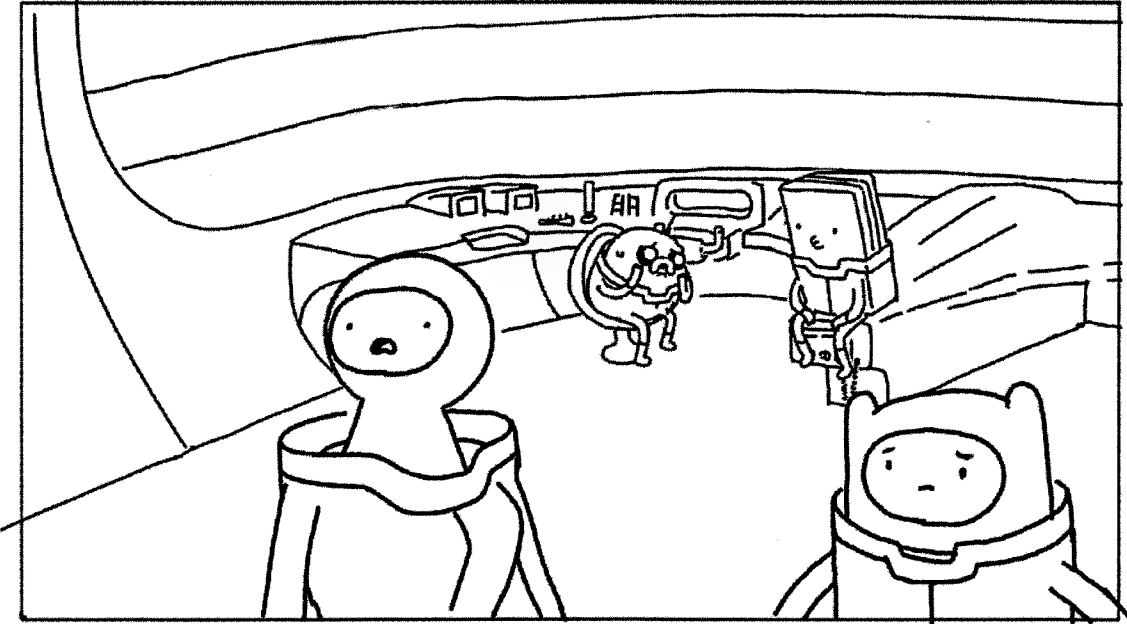


Page 188

Sc. 143 Pnl. A Bg. day night



Sc. 143 CONT Pnl. B Bg. day night



Dialog:

J: [SCARED MUTTERING]

PB/ THAT WON'T HOLD THEM FOR LONG.

Action:

- JAKE ROCKS BACK AND FORTH IN CHAIR,

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

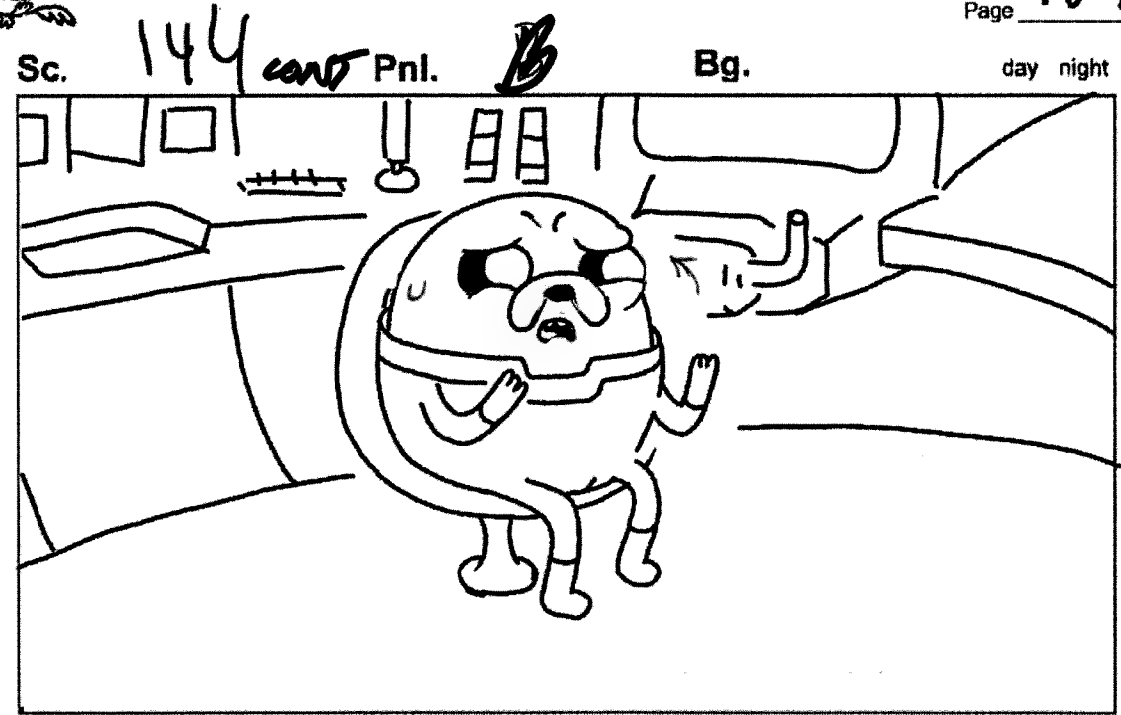
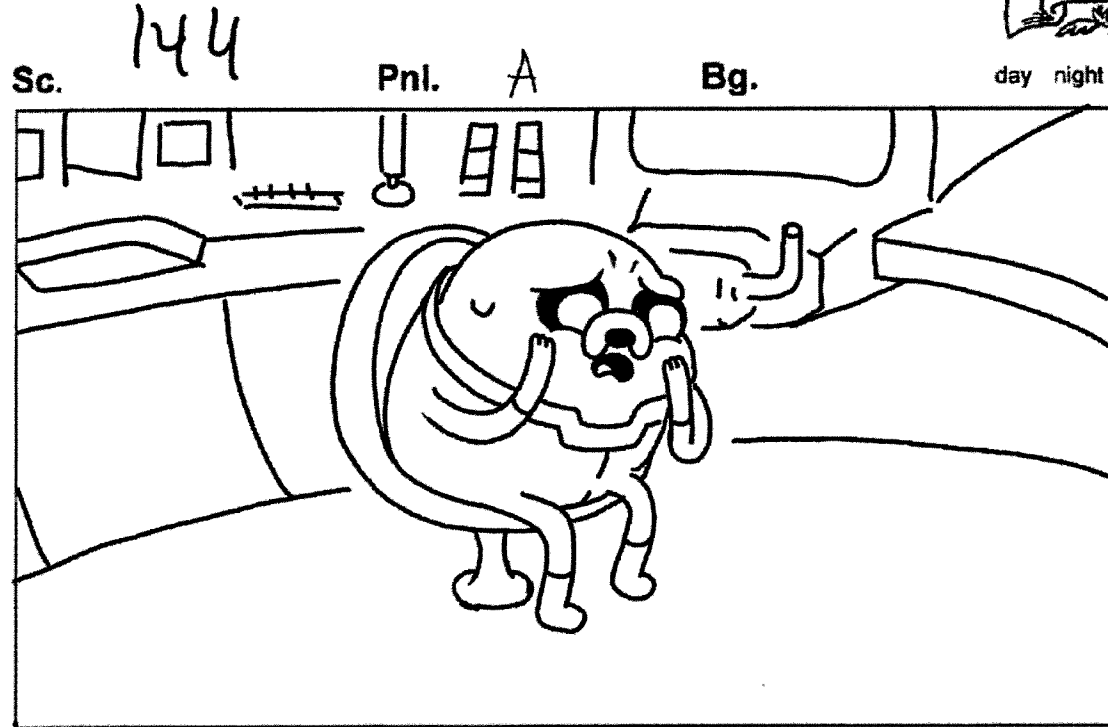
1014/151

1014/151



# ADVENTURE TIME

Page 189



Dialog:  
J/ IT CAN'T END LIKE THIS, I GOT A LADY  
AND FIVE KIDS.

J/ I THOUGHT I'D OUTLIVE AT  
LEAST ONE OF THEM.

Action:

JUN 27 2013

Timing:

EPISODE # 1014-151

1014/151

Production :

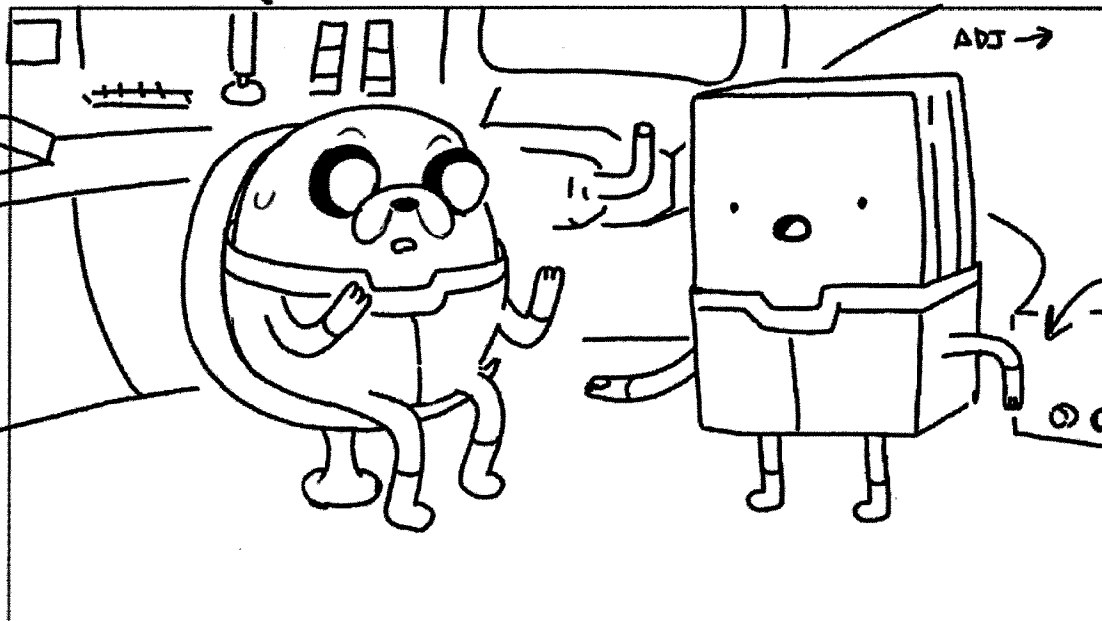
1014/151

# ADVENTURE TIME

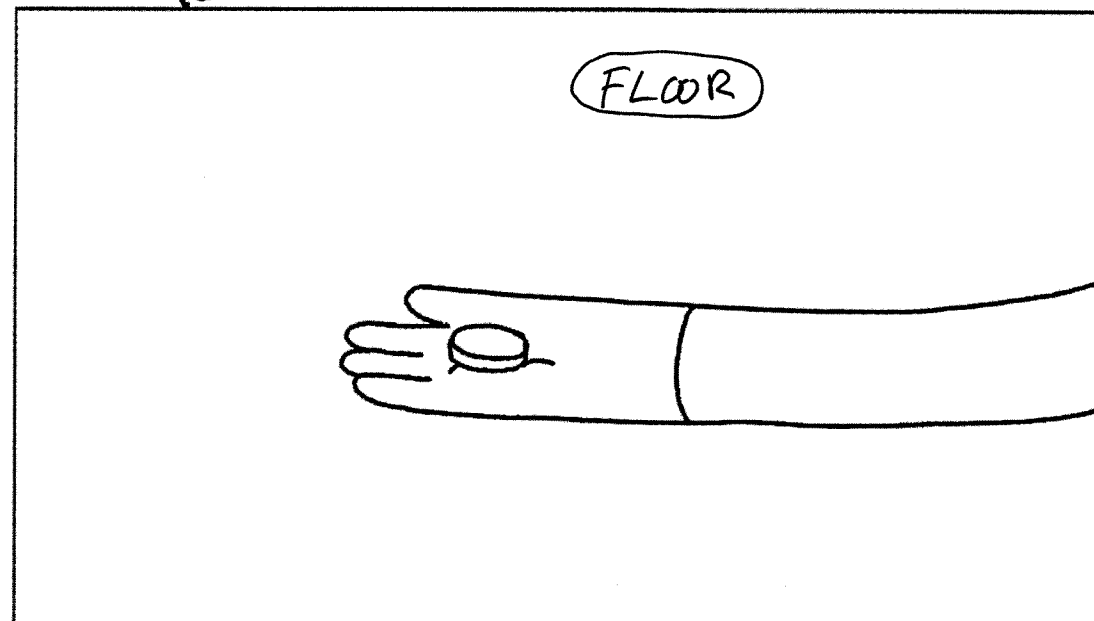


Page 190

Sc. 144 *UNT* Pnl. C Bg. day night



Sc. 145 Pnl. A Bg. day night



Dialog:

JAMES/HERE MAN, TAKE THIS,

JAKE <sup>(0/5)</sup>: YOUR LUCKY COIN?

Action:

JAMES holds out the COIN.

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

1014/151

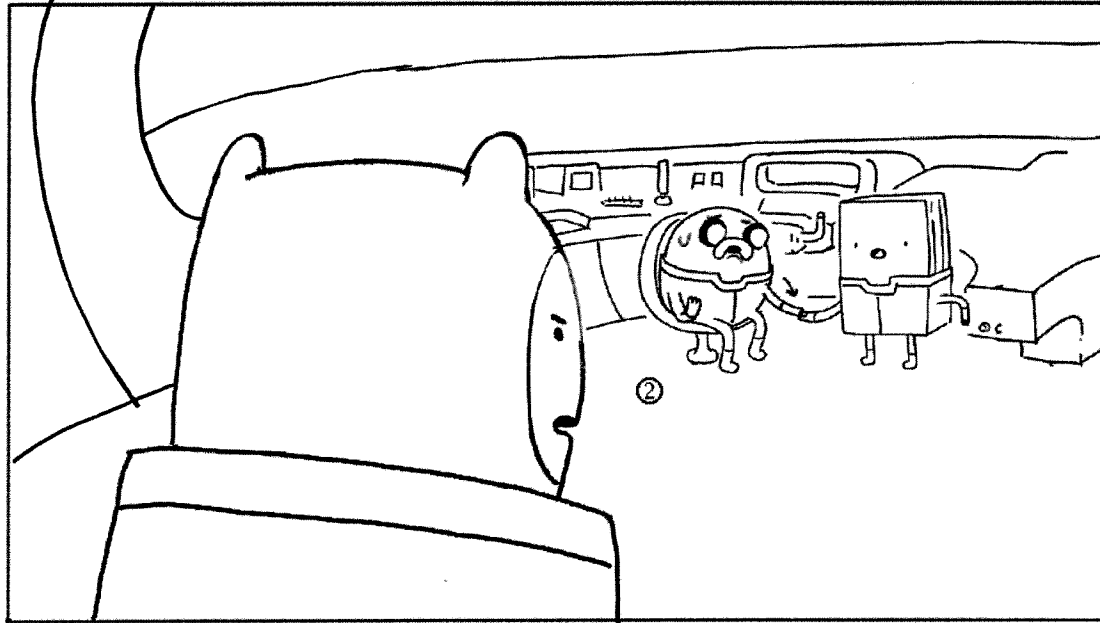


# ADVENTURE TIME

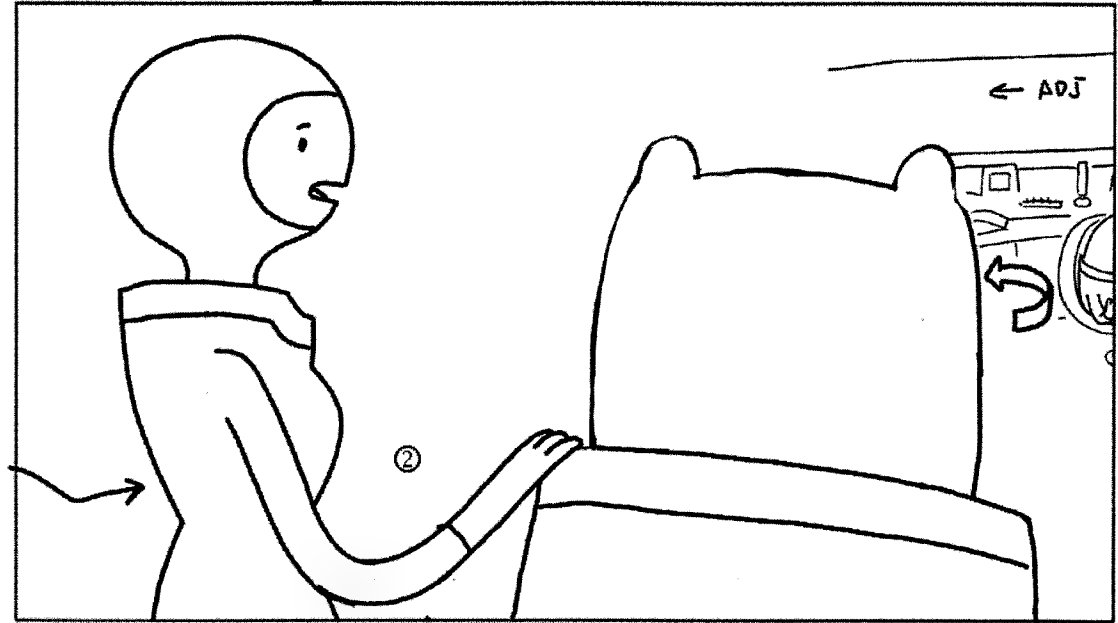


Page 191

Sc. 146 Pnl. A Bg. day night



Sc. 146 CONT Pnl. B Bg. day night



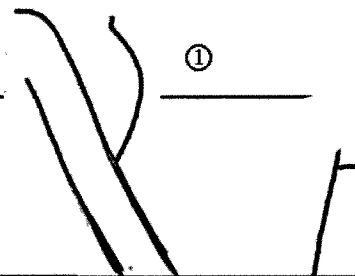
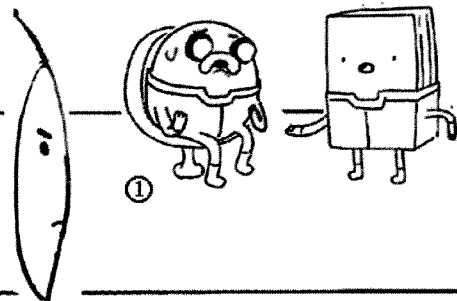
Dialog:  
JAMES / YEAH MAN, IT ALWAYS HELPS KEEP ME CALM.

F / WHO SHOT THAT FLARE JAMES?

PB / WE DON'T HAVE TIME  
TO POINT FINGERS.

Action:

Timing:



JUN 27 2013

EPISODE # 1014-151

1014/151

Production :

1014/151

1014/151

# ADVENTURE TIME

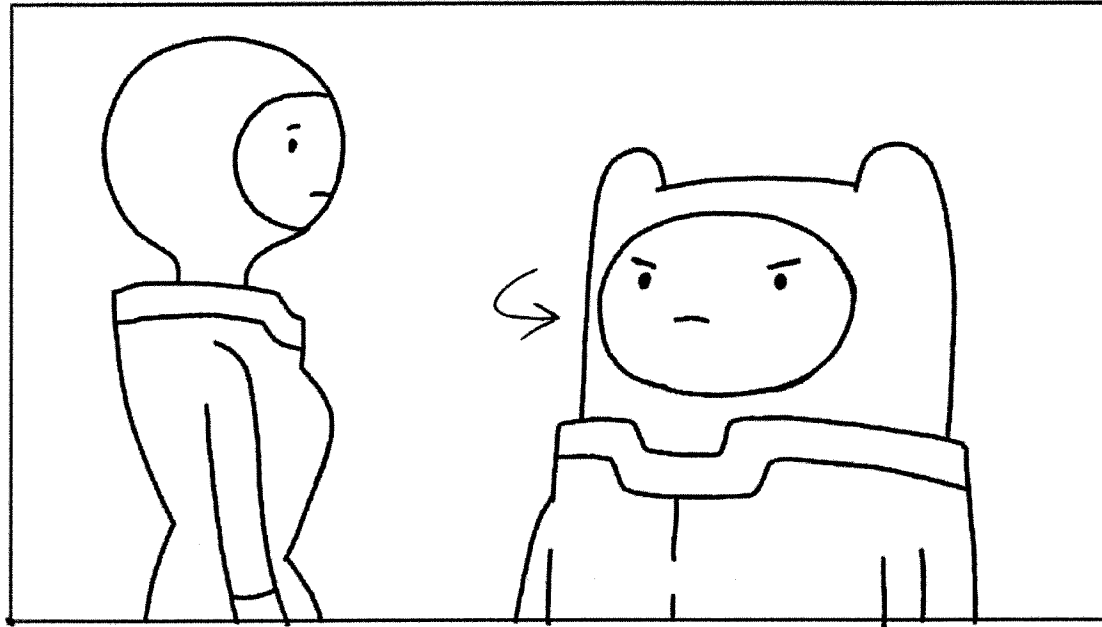


Page **192**

Sc. **146 cont** Pnl. **C**

Bg.

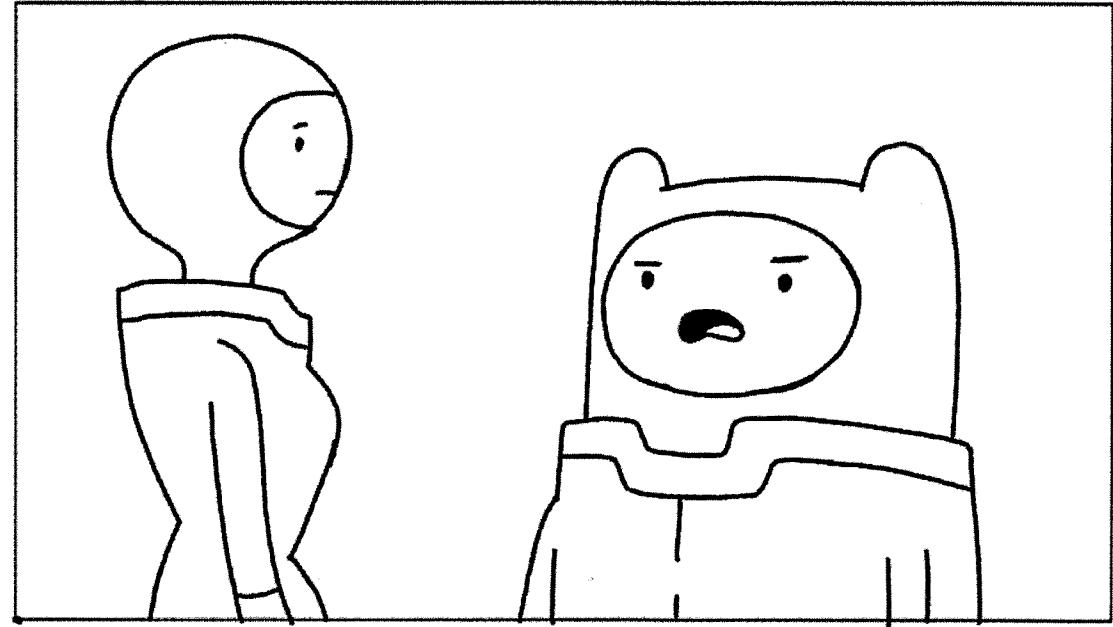
day night



Sc. **146 cont** Pnl. **D**

Bg.

day night



Dialog:

**F:** [GRUNT] You're right.

**F/**

THERE'S ONLY ONE WAY  
OUT OF THIS JAM.

Action: **FINN GETS A DETERMINED LOOK ON HIS FACE.**

JUN 27 2012

Timing:

1014-151

EPISODE #

1014/151

Production :

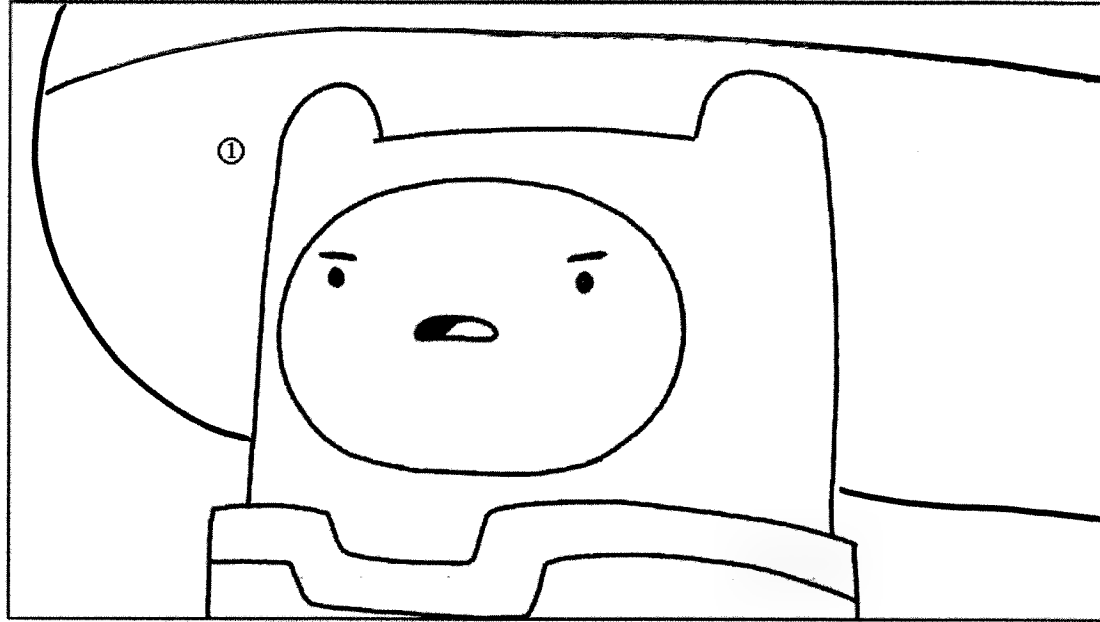
1014/151

# ADVENTURE TIME

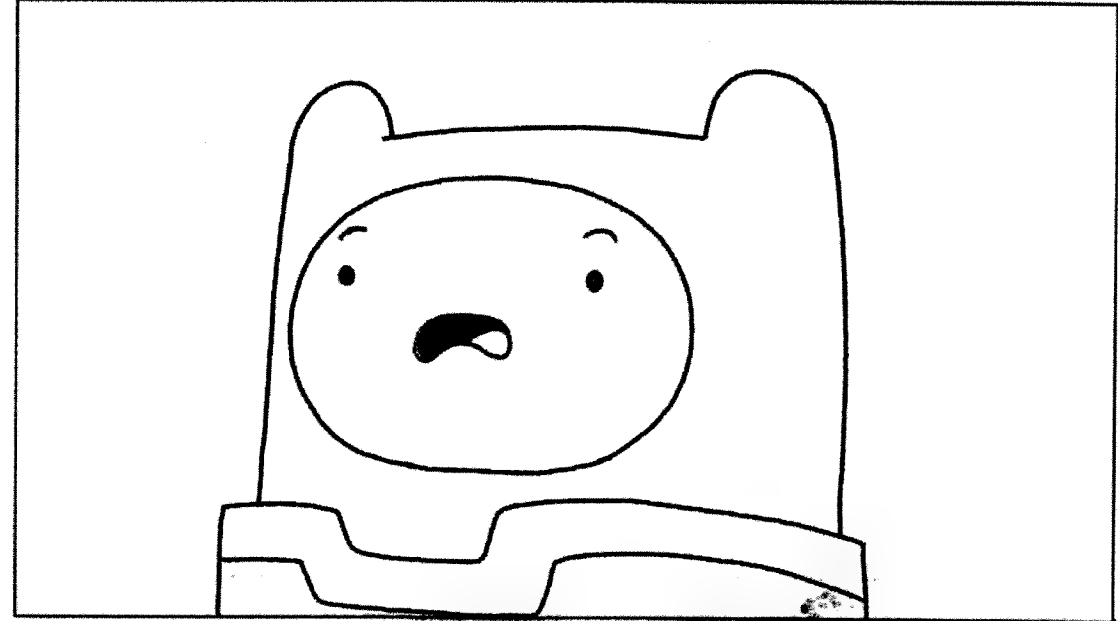


Page 193

Sc. 147 Pnl. A Bg. day night



Sc. 147 cont Pnl. B Bg. day night



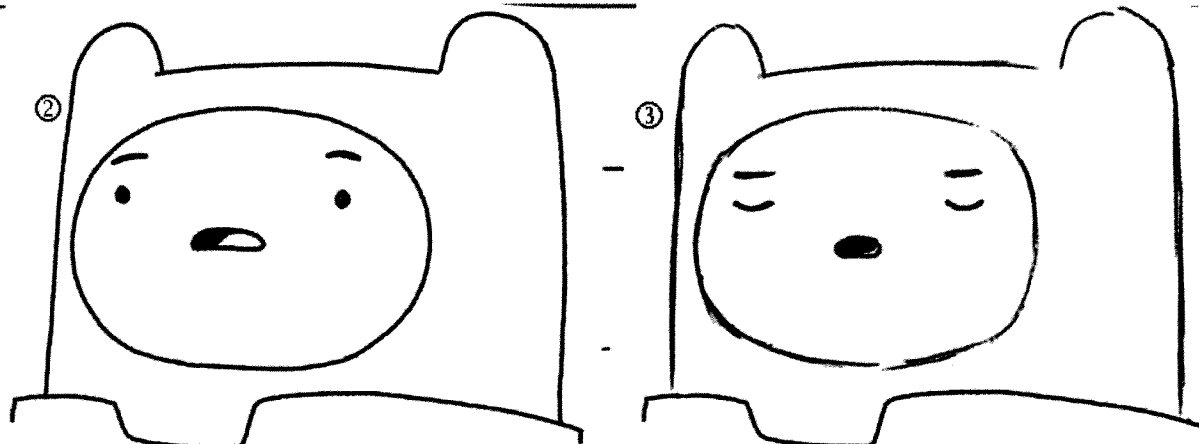
Dialog:

F/ ONE OF US HAS TO  
EAT THE BIG ONE ...

F/ SO THE OTHERS CAN SURVIVE.

Action:

Timing:



JUN 27 2013

1014-151

EPISODE #

1014/151

Production :

1014/151

ADVENTURE TIME

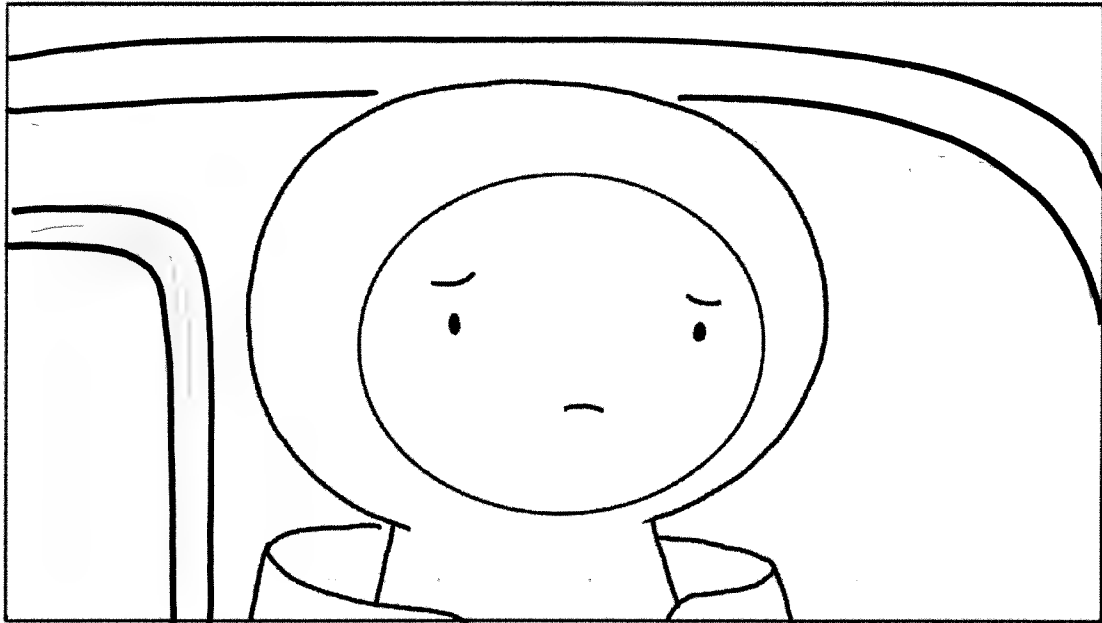


Sc. 148

Pnl. A

Bg.

day night



Sc. 148 CONT

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

PB NODS.

JUN 27 2012

1014-151  
EPISODE #  
Production :

# ADVENTURE TIME



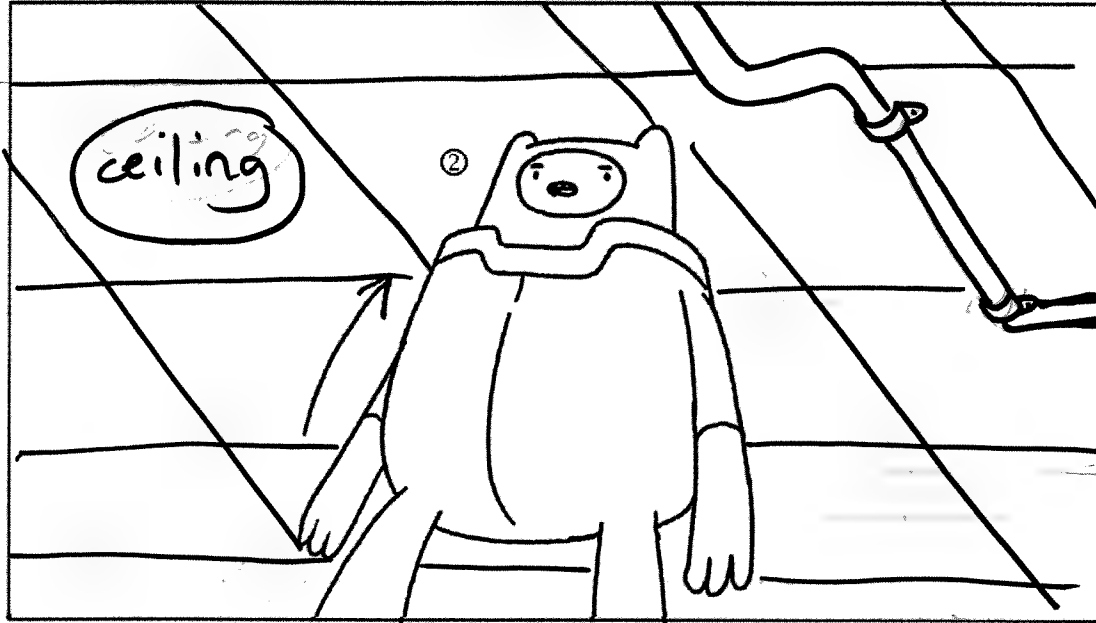
Page 195

Sc. 149

Pnl. A

Bg.

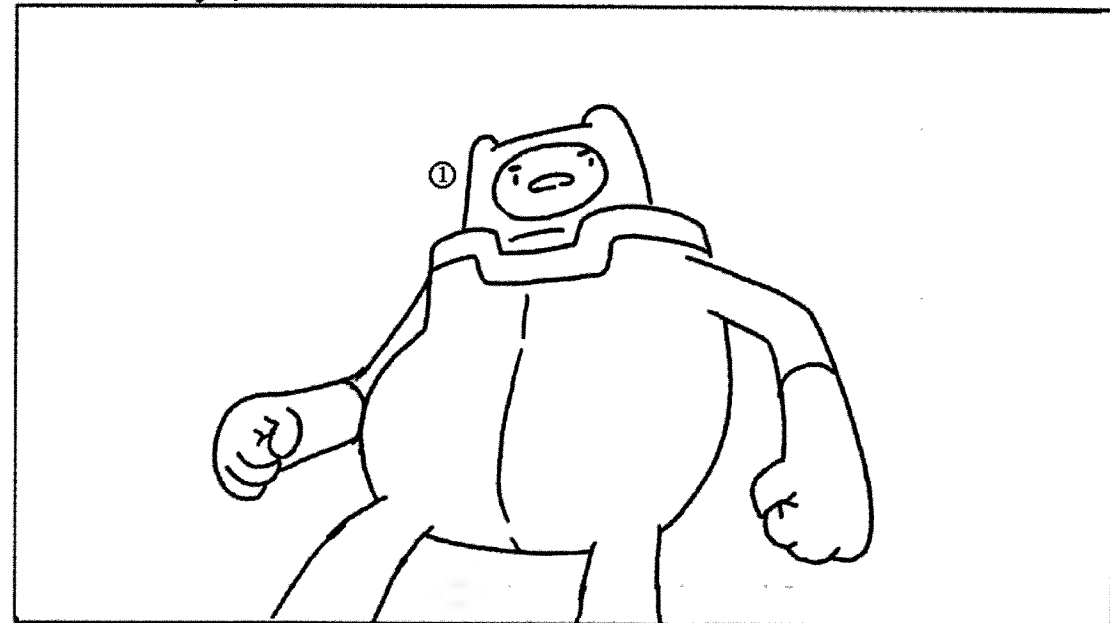
day night



Sc. 149 cont Pnl. B

Bg.

day night



Dialog:

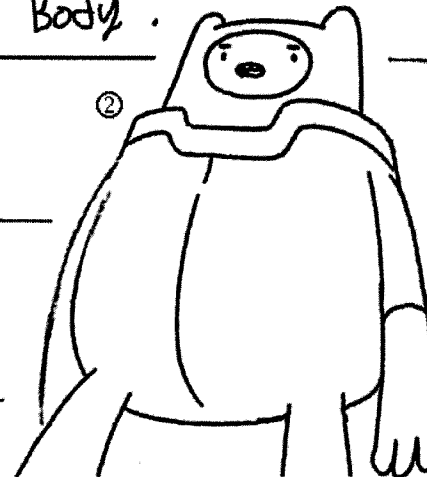
F/ AND I'M GONNA BE THE ONE.

Action:

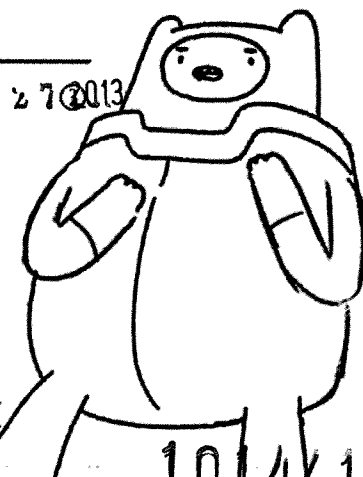
Timing:



F/ I'LL RUN OUT THERE AND GET THE CREATURES TO CHASE ME, AND WHILE THEY'RE BUSY NOSHIN' ON MY TEEN-BOY BODY.



JUN 27 2013



Production :

1014-151

EPISODE #

1014/151

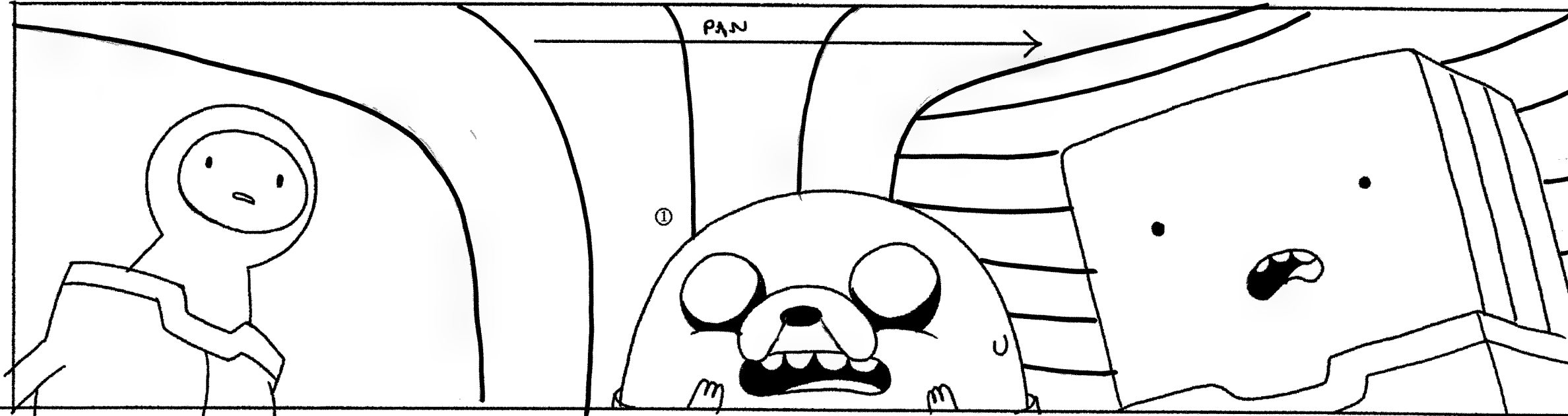
1014/151

# ADVENTURE TIME



Page 196

Sc. 150 Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog:

F/... YOU THREE CAN CLIMB TO SAFETY.

Action:

- PAN ACROSS PB, JAKE AND JAMES

- JAKE COVERS HIS FACE

Timing:

JUN 27 2013



Production :

1014/151

1014-151

1014/151

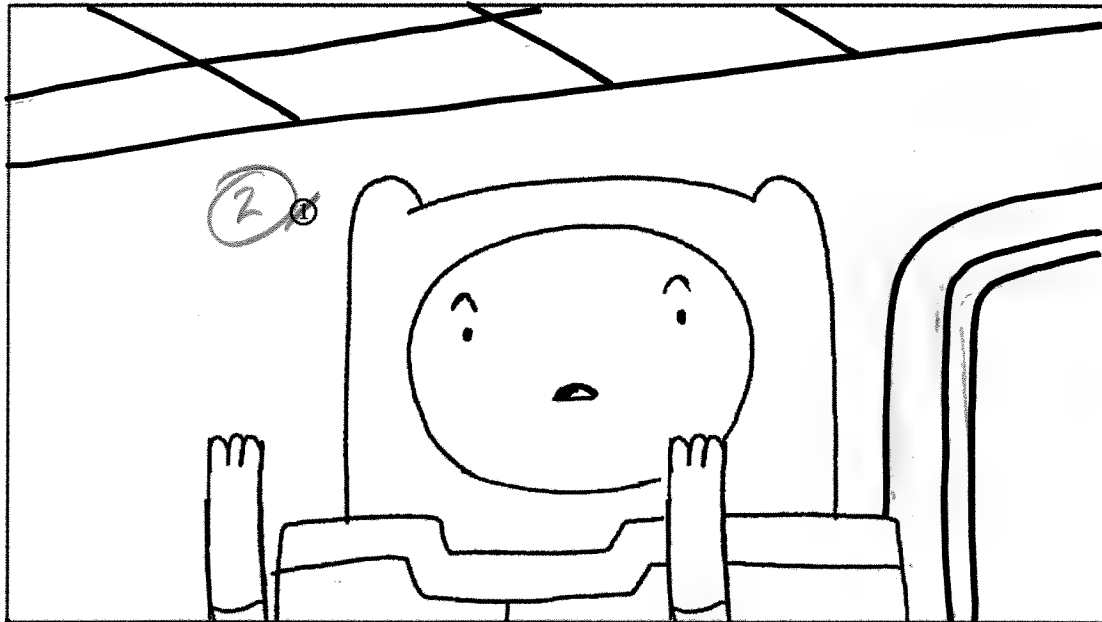
unlettered

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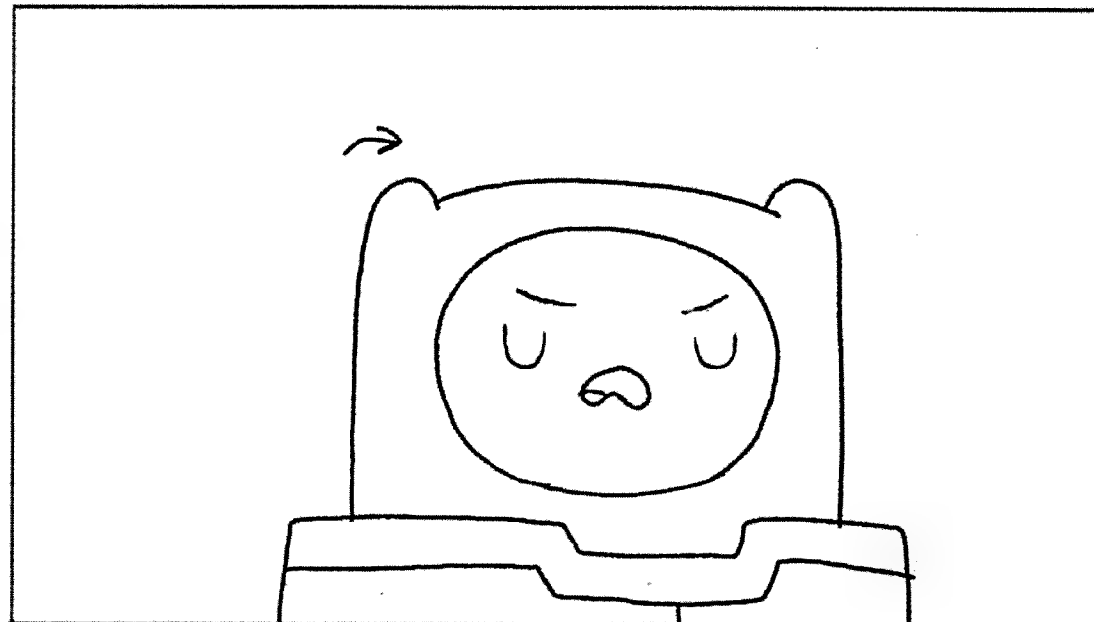
# ADVENTURE TIME



Sc. 151 Pnl. A Bg. day night



Sc. 151 cont Pnl. B Bg. day night

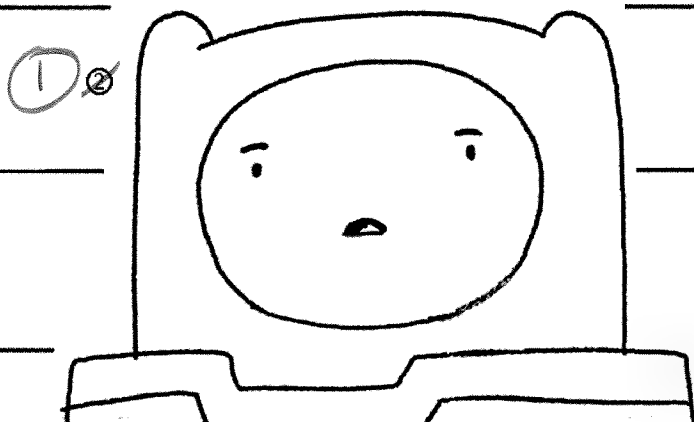


Dialog:

F/ DON'T TRY TO TALK ME OUT OF IT.  
I GOT CRYSTAL CERTAINTY...

Action:

Timing:



F/ THIS IS WHAT IT MEANS...

-F. CLOSES HIS EYES AND TURNS AWAY.

JUN 27 2013

1014-151

EPISODE #

1014/151

Production :

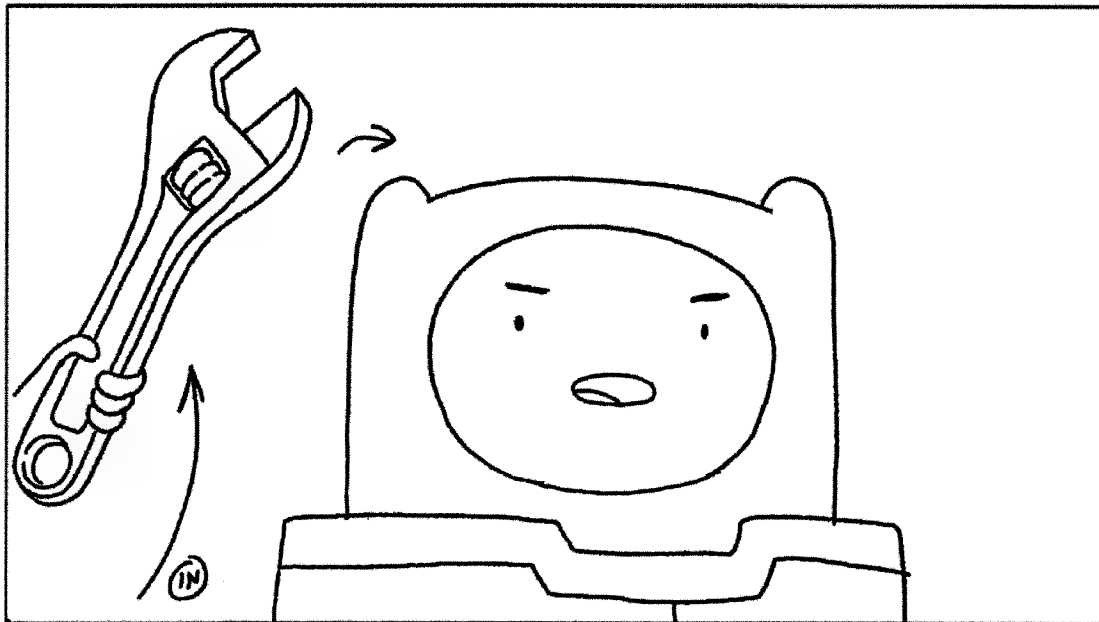
1014/151

# ADVENTURE TIME

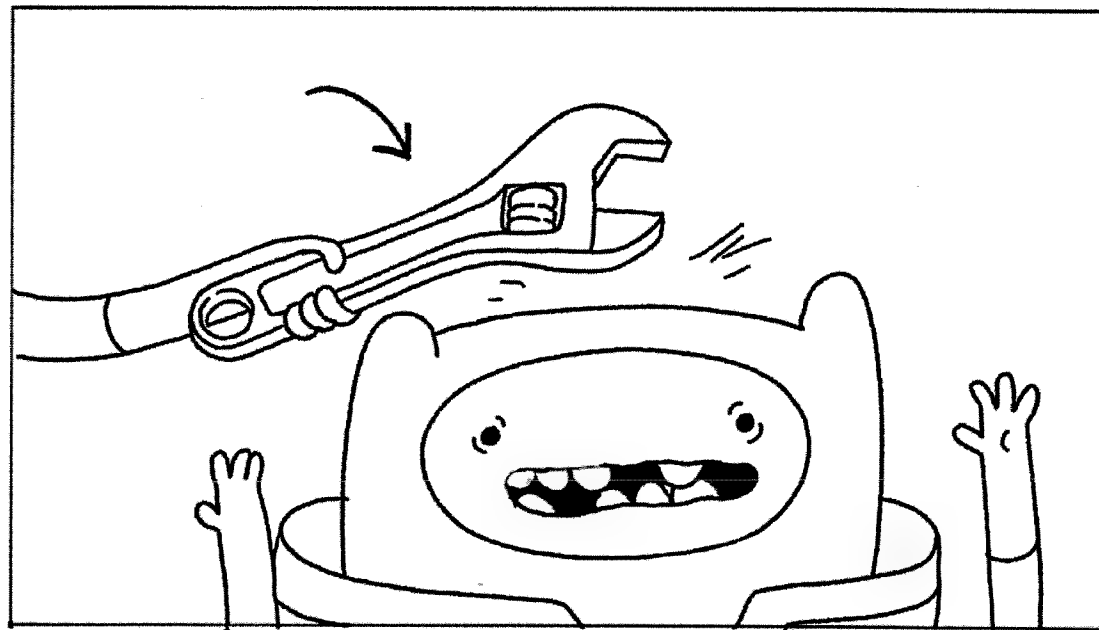


Page 198

Sc. 151 cont Pnl. C Bg. day night



Sc. 151 cont Pnl. D Bg. day night



Dialog:

F/ TO BE A HE -

E: [IMPACT]  
SFX/ KRUNK.

Action:

JUN 27 2013

Timing:

EPISODE # 1014-151

1014/151

Production :

1014/151

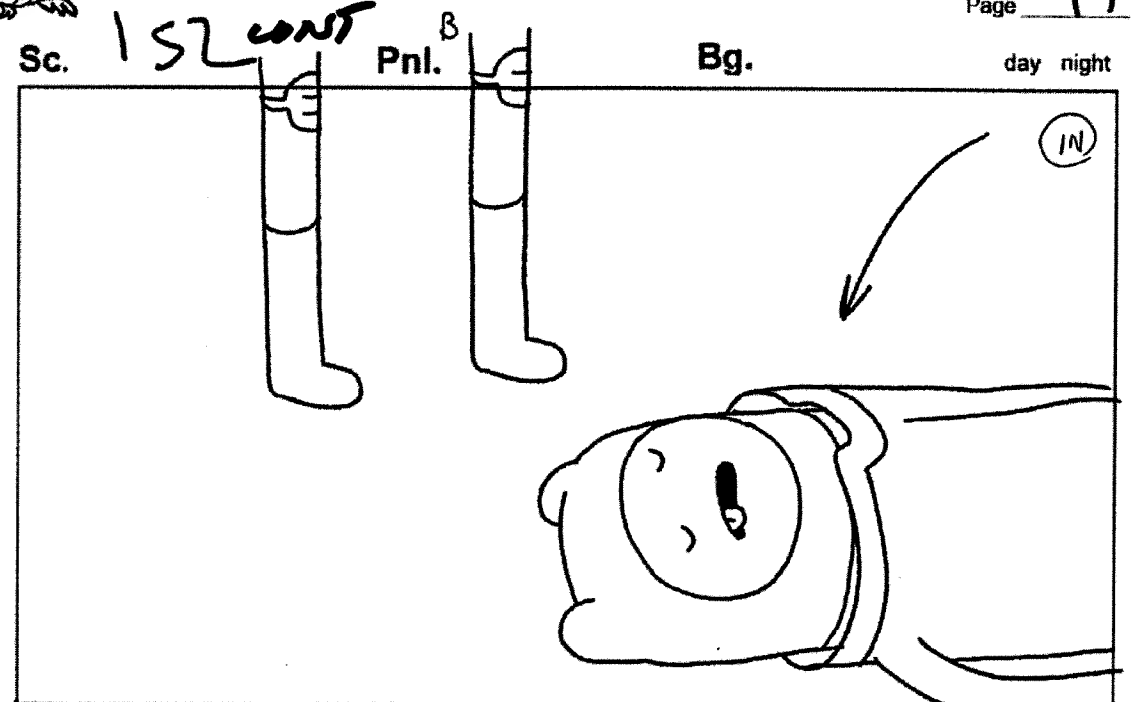
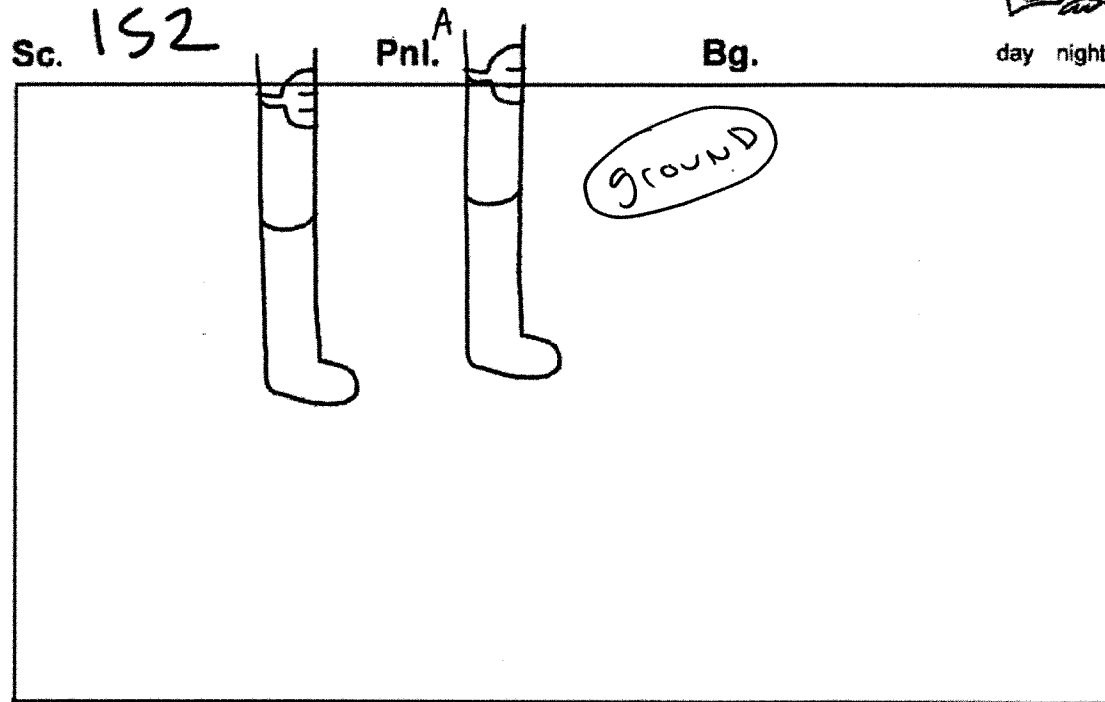
1014/151



# ADVENTURE TIME



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Dialog:	
Action:	- FINN FALLS INTO FRAME AT PB'S LEGS.
Timing:	JUN 27 2013

1014-151

EPISODE #

1014/151

Production :

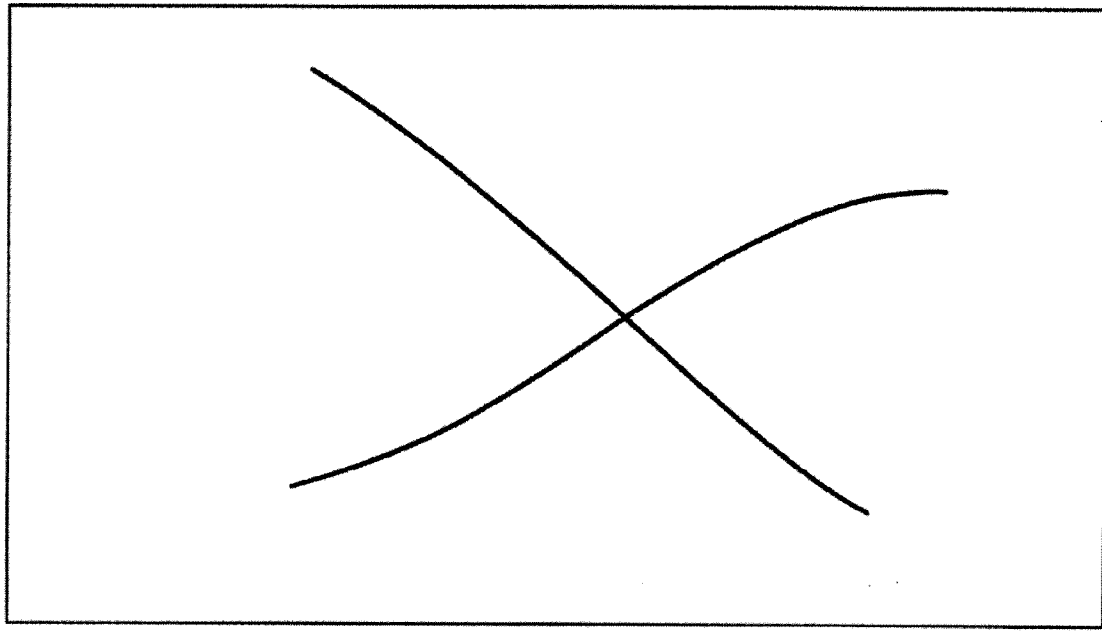
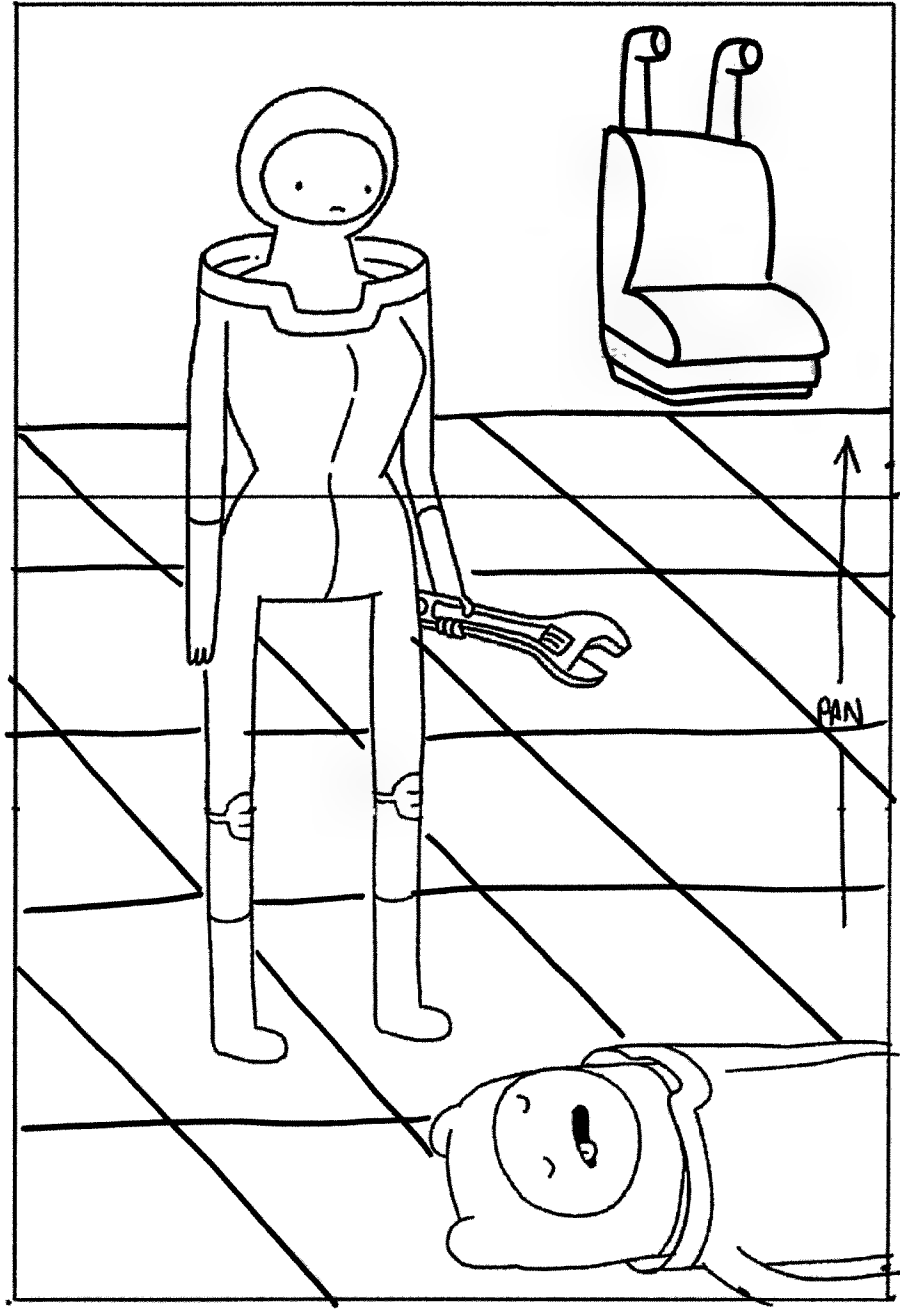
sc. 152 UNT Pnl. C

STOP



Page 200

Sc. Pnl. Bg. day night



PAN UP TO REVEAL PB WITH A WRENCH.

JUN 27 2001

START

1014-151

EPISODE #

1014/151

Production :

1014/151

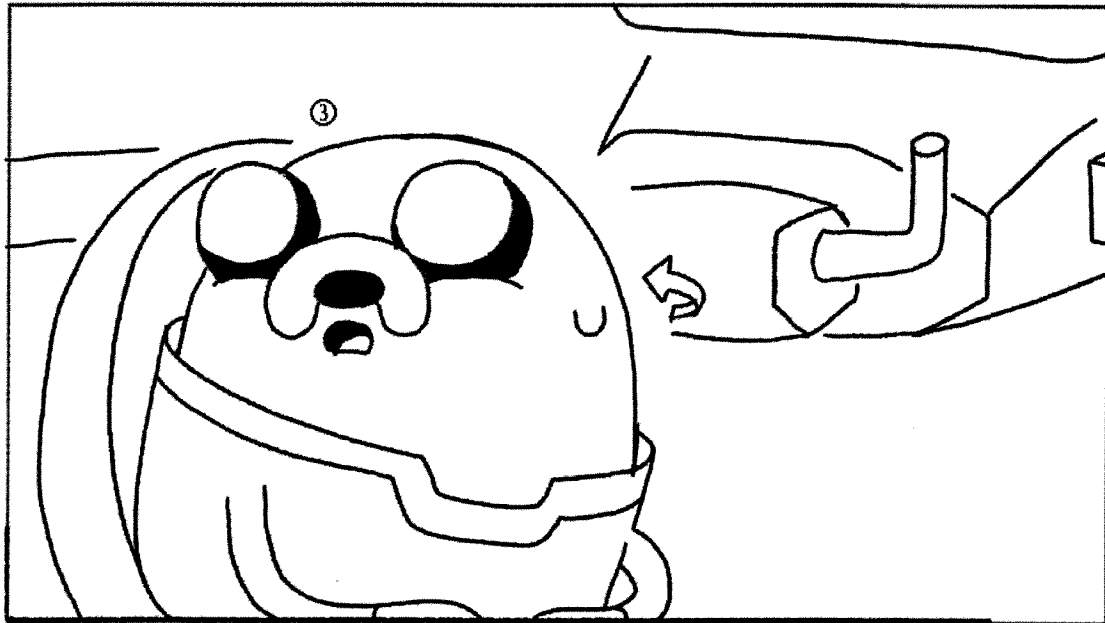
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# ADVENTURE TIME

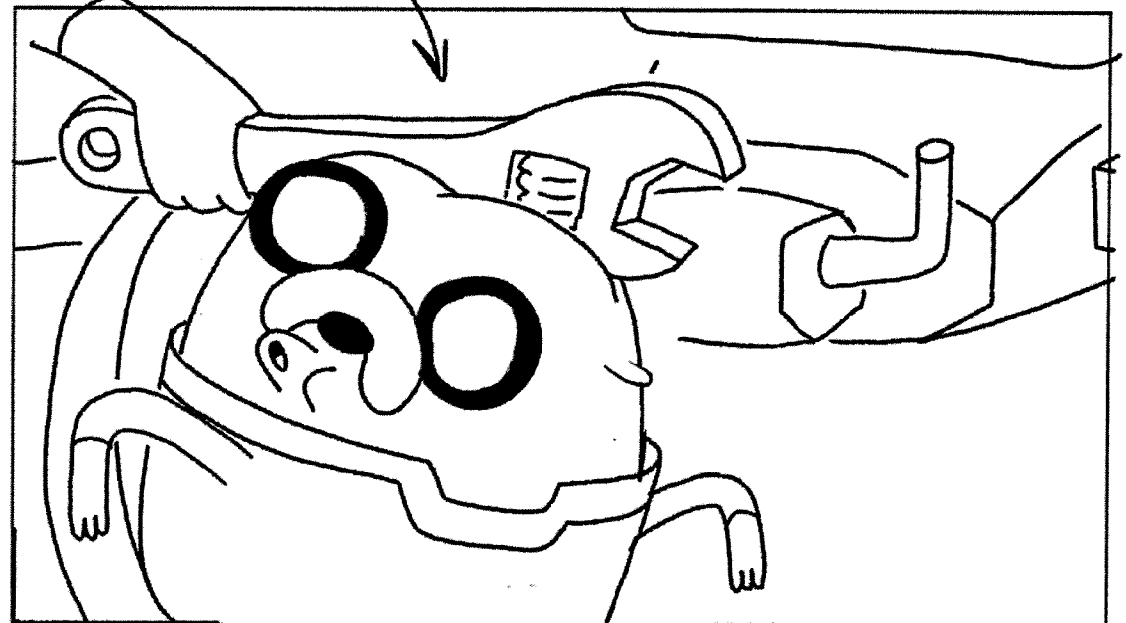


Page 201

Sc. 153 Pnl. A Bg. day night



Sc. 153 cont Pnl. B Bg. day night



Dialog:	<u>J / WHA ?</u>	
Action:	<u>↓ : [IMPACT]</u> <u>SFX /*KLONK*</u>	
Timing:	 	<p>JUN 27 2013</p>

EPISODE # 1014-151

Production :

1014/151

1014/151

1014/151

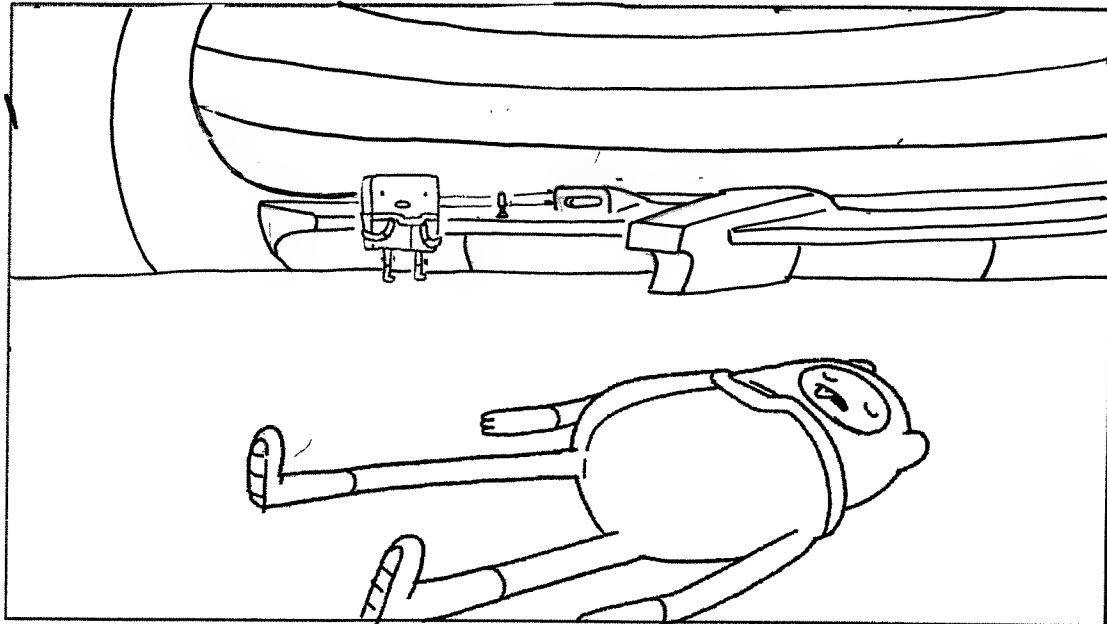
1014/151

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# ADVENTURE TIME

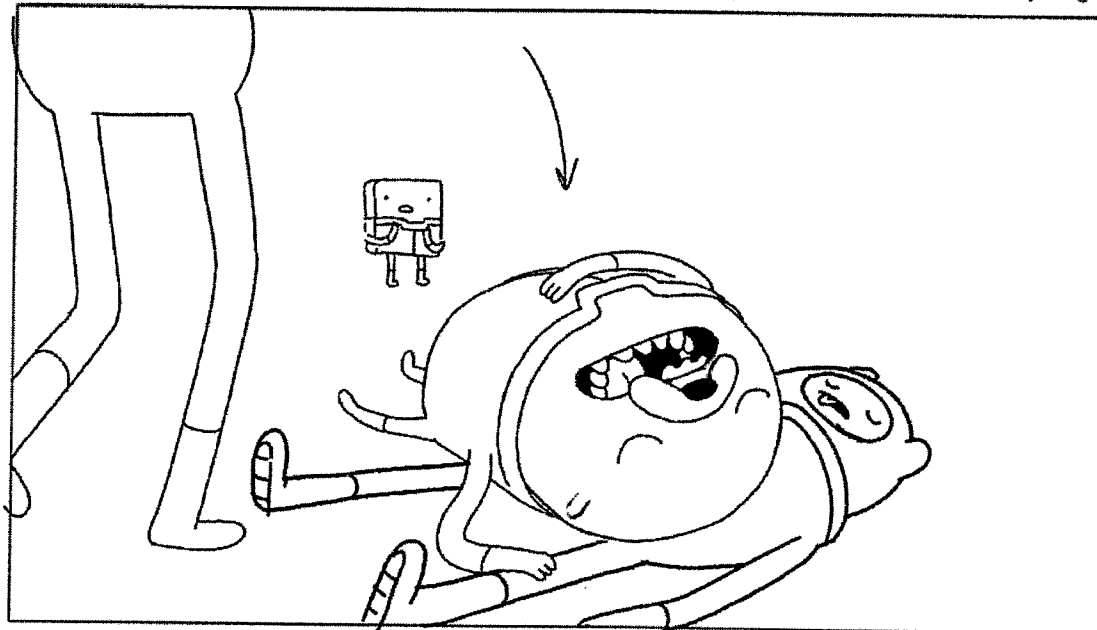


Sc. 154 Pnl. A Bg. day night



Sc. 154 cont Pnl. B Bg. day night

Page 202



Dialog:

Action:

PD steps into frame and throws Jake down on top of  
FINN.

JUN 27 2013

Timing:

EPISODE # 1014-151

1014/151

Production :

1014/151

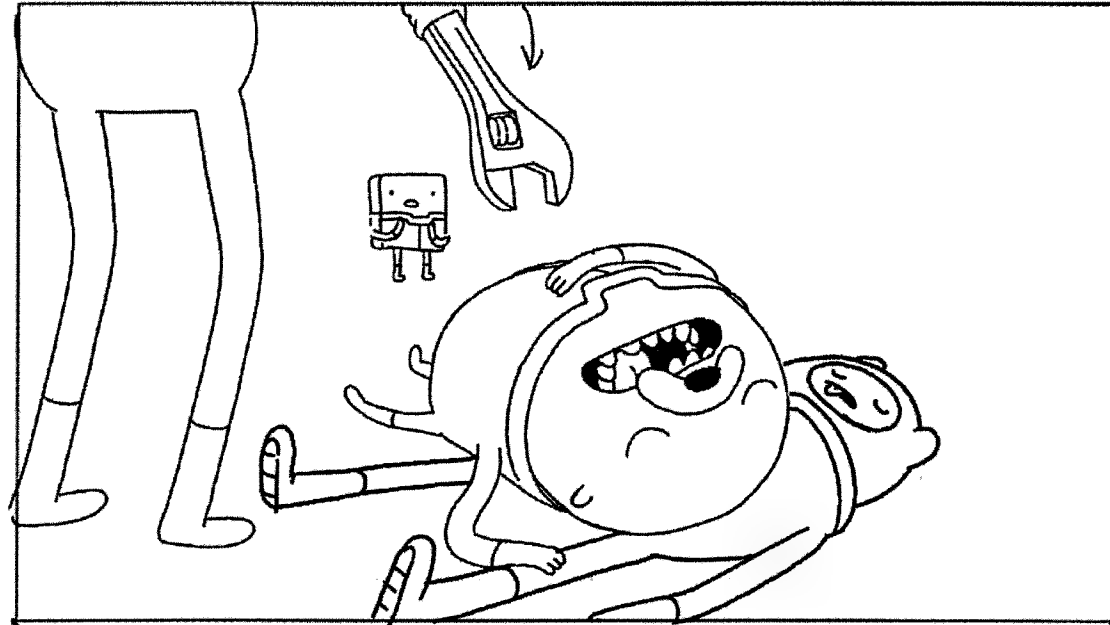
# ADVENTURE TIME



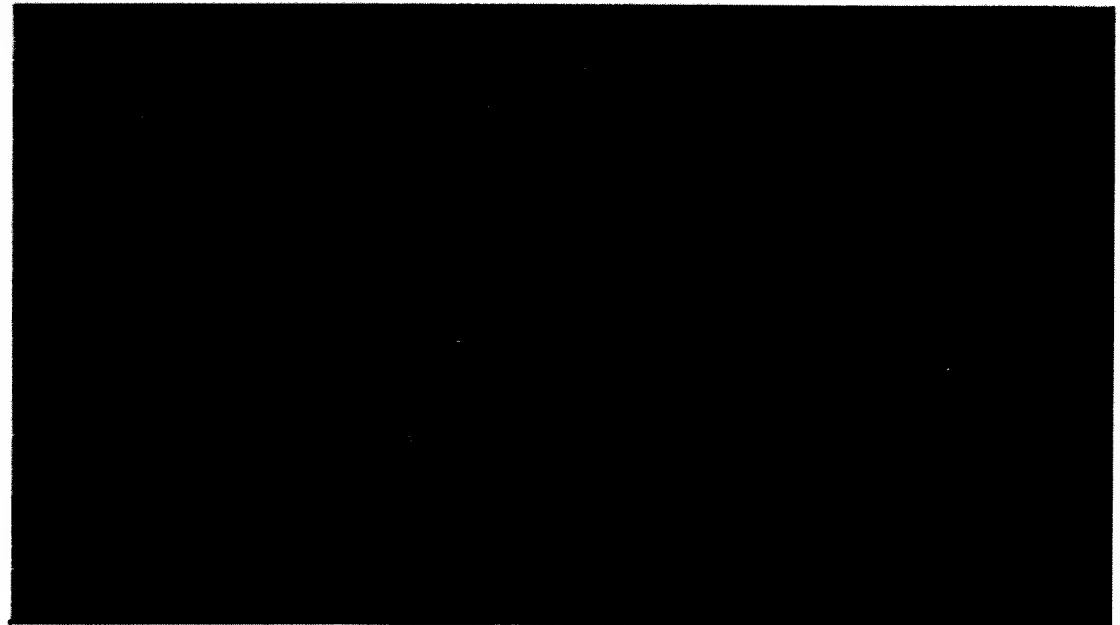
Cut

Page 203

Sc. 154 ~~cont~~ Pnl. C Bg. day night



Sc. 155 Pnl. A Bg. day night



Dialog:

PB/ JAMES WE NEED TO TALK.

Action:

-Screen Goes to Black.

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

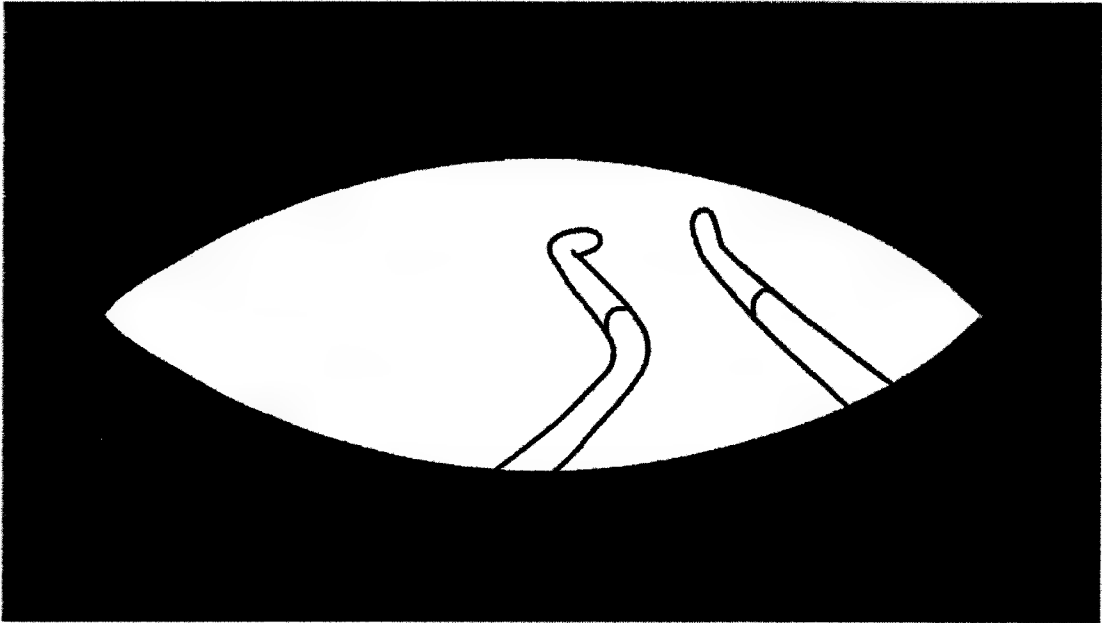
Production :

1014/151

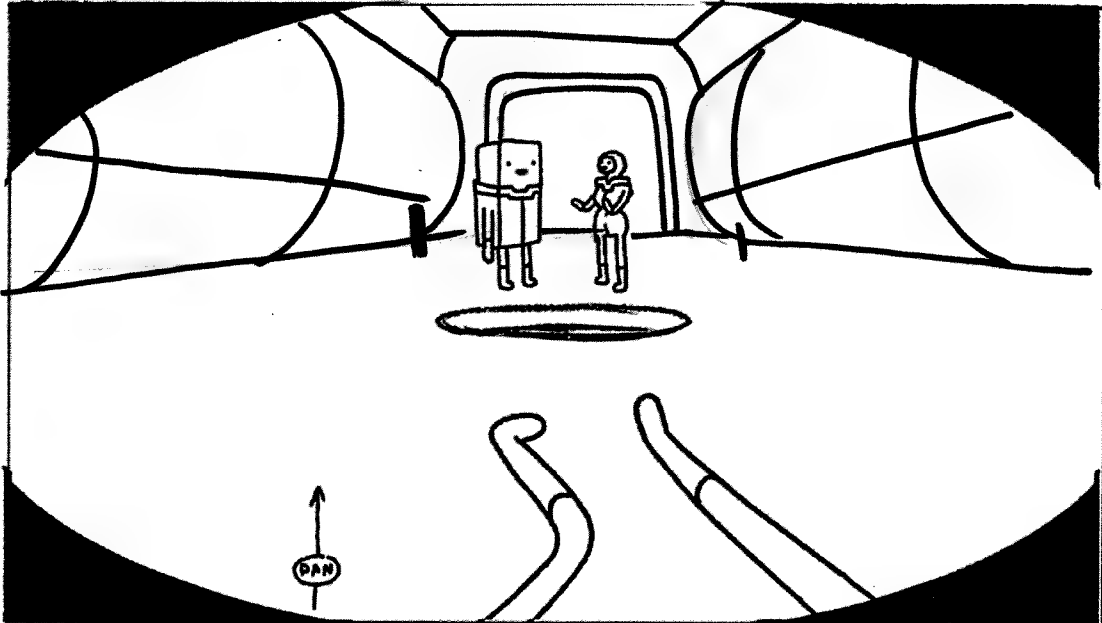
ADVENTURE TIME



Sc. ISS CONT Pnl. B Bg. day night



Sc. ISS CONT Pnl. C Bg. day night



Dialog:	<p><u>F</u> / (means.)</p> <p><u>PB</u>: (MUFFLED) AND THAT'S WHY I NEED A SAMPLE OF YOUR CANDY BIOMASS... WHAT DO YOU SAY.</p> <p><u>J</u>: SURE THING, PRINCESS</p>
Action:	<p>-PB TALKS TO JAMES. NEXT TO AIRLOCK,</p>
Timing:	<p>(C1) (C2) JUN 27 2013 (C3)</p>

1014-151  
EPISODE #  
1014/151  
Production :

1014/151

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# ADVENTURE TIME



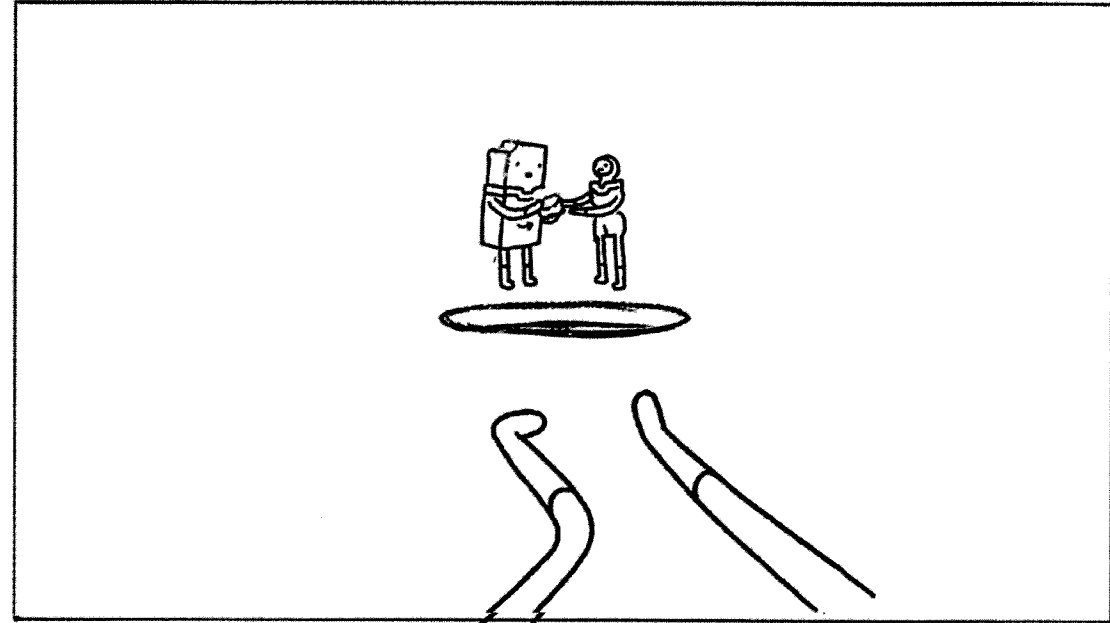
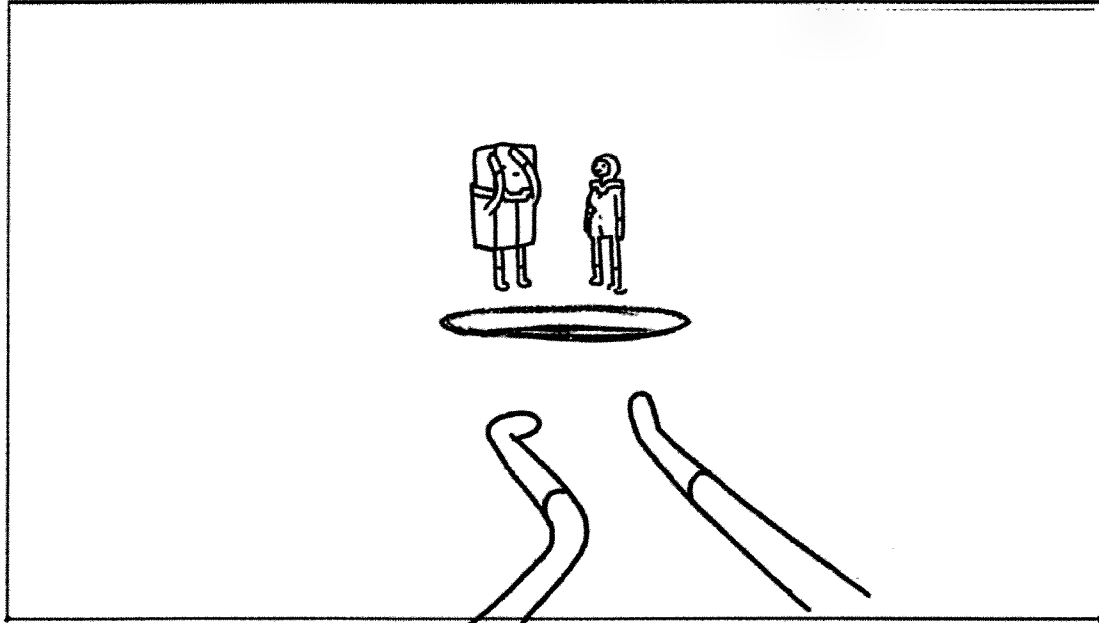
Page 205

Sc. 155 CONT Pnl. D Bg.

day night

Sc. 155 CONT Pnl. E Bg.

day night



Dialog:

Action:

JAMES REACHES UP AND TAKES A PIECE OF HIS HEAD OFF.

- HE GIVES THE PIECE TO PB.

JUN 27 2015

Timing:

1014-151

EPISODE #

1014/151

Production :

1014/151

# ADVENTURE TIME



Sc. 155 *cont* Pnl. F Bg.

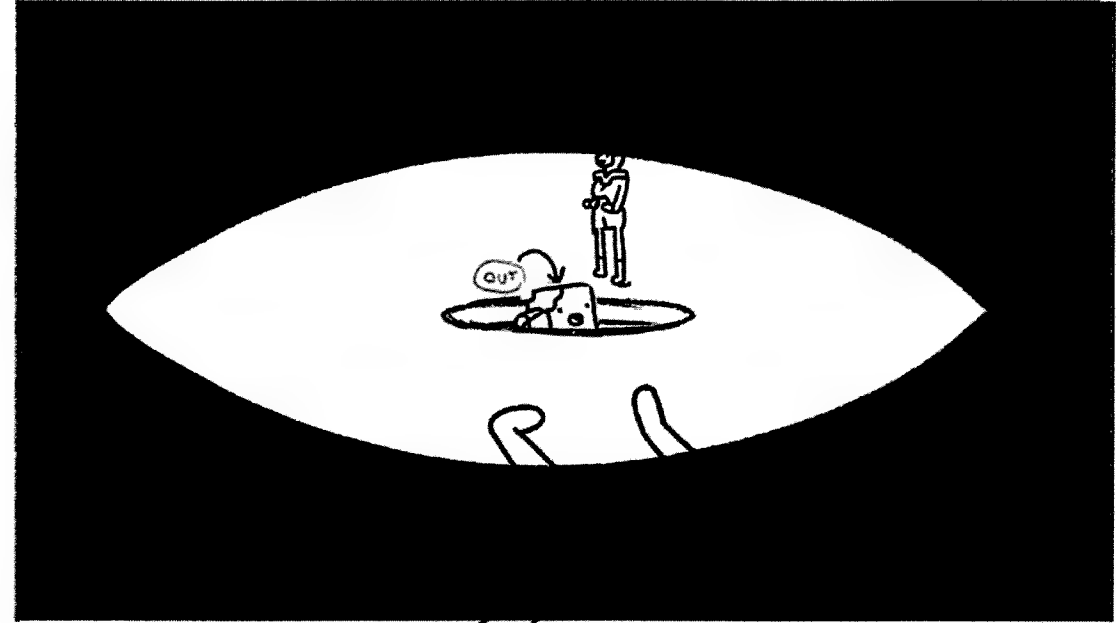
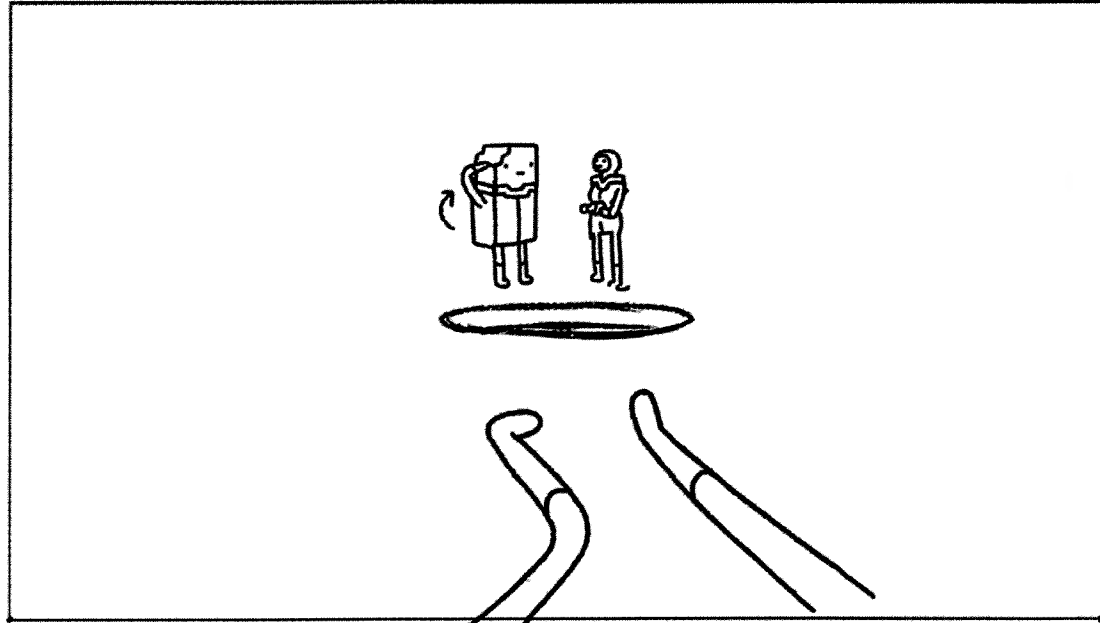
day night

Sc.

155 *cont* Pnl. G Bg.

Page 206  
day night

*Hu Cut*

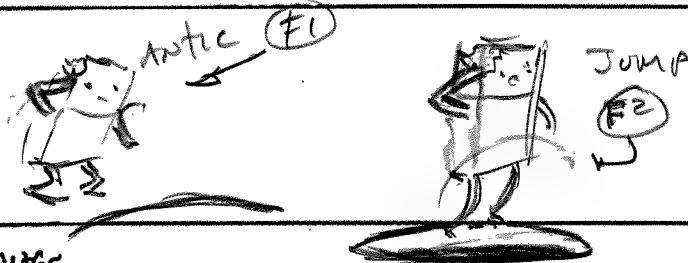


1014-151

EPISODE #

1014/151

Dialog:



JAMES / (muffled) BYOOOWWWW



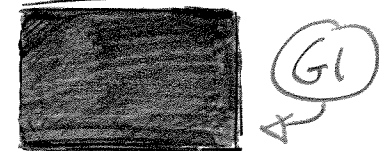
Action: JAMES SALUTES.

then James jumps out the Hatch.

JUN 27

FINN'S EYES START TO CLOSE. to Black Fr.

Timing:



Production :

1014/151



# ADVENTURE TIME



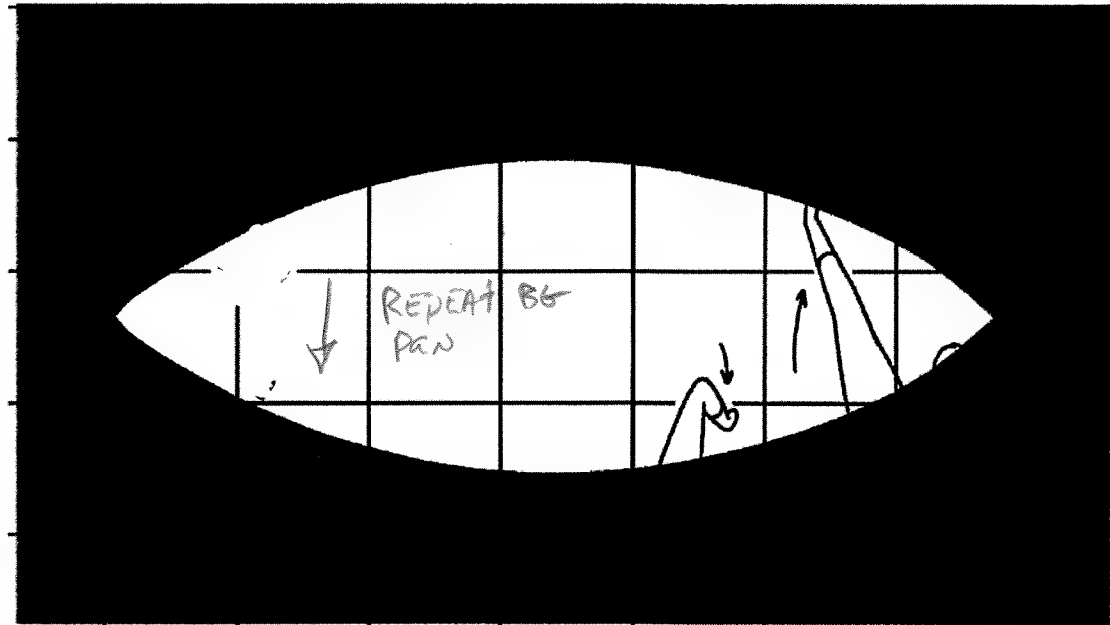
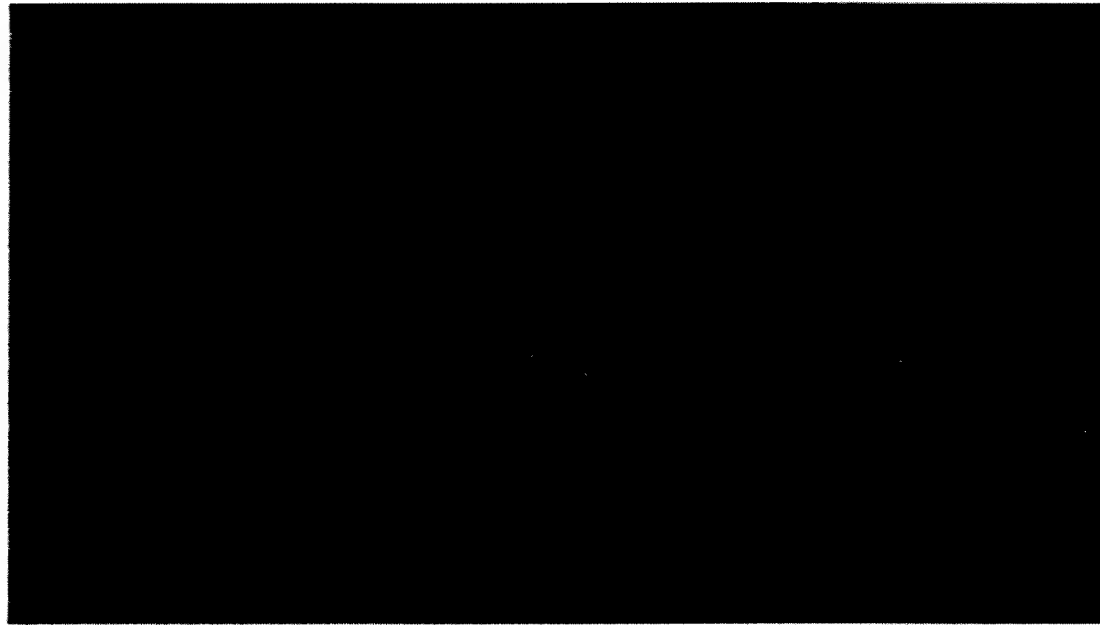
Page 207

Sc. 156 Pnl. A Bg.

day night

Sc. 156 CONT Pnl. B Bg.

day night



Dialog:

PB : [ STRUGGLING / RUNNING ]

Action:

IRIS CLOSES

EYE OPENS LOOKING AT THE GROUND PANNING DY.

JUN 27 2013

Timing:

EPISODE # 1014-151

Production :

1014/151

1014/151

1014/151

# ADVENTURE TIME



Sc. 156 cont Pnl. C Bg. day night

Sc. 156 cont Pnl. D Bg. day night

Dialog:
<u>F</u> : (COMING TO) WHA ... WHY DID ...
Action:
we see PD RUNNING JAKES ARMS SWING BACK AND FORTH.
Timing:

JUN 27 2010

1014-151

EPISODE #

1014/151

Production :

1014/151

# ADVENTURE TIME



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Sc. 156 cont Pnl. E

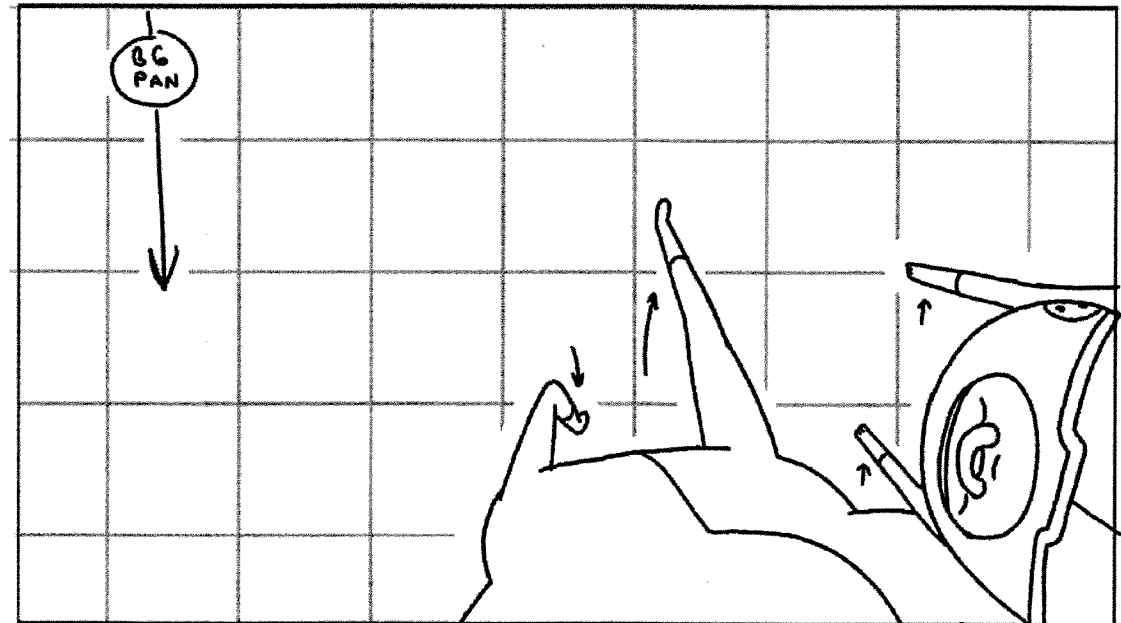
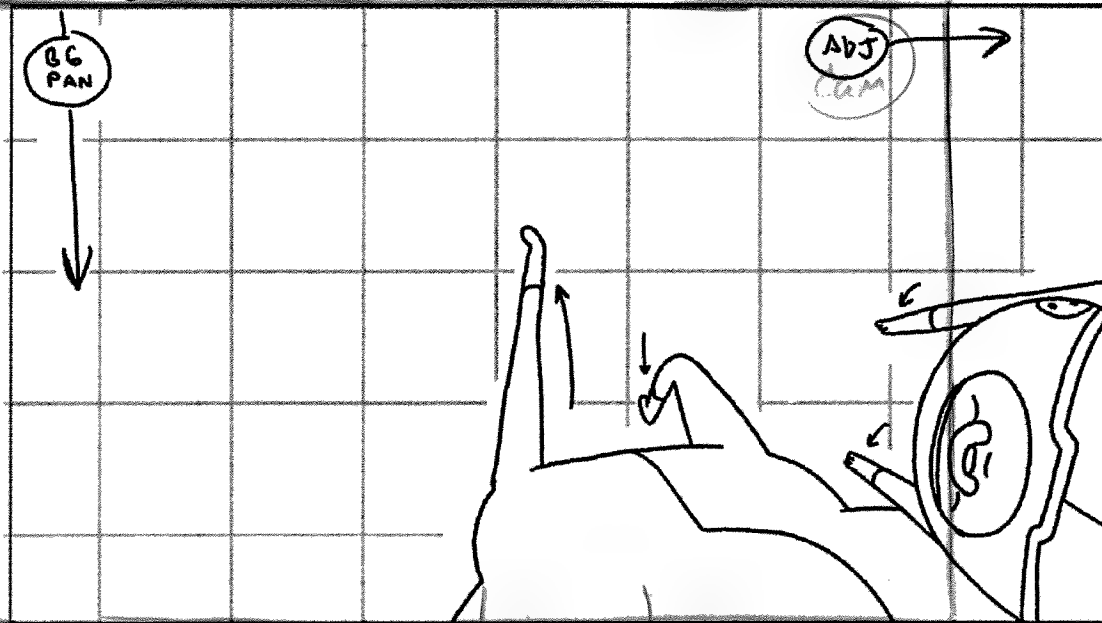
Bg.

day night

Sc. 156 cont Pnl. F

Bg.

day night



Dialog:

E/ JAKE?

Action:

Run cycle continues.

JUN 27 2013

Camera Adjusts to the Rt to Reveal JAKE Having unconsciously. His Arms Limply sway Back and forth with the movement.

Timing:

EPISODE # 1014-151

1014/151

Production :

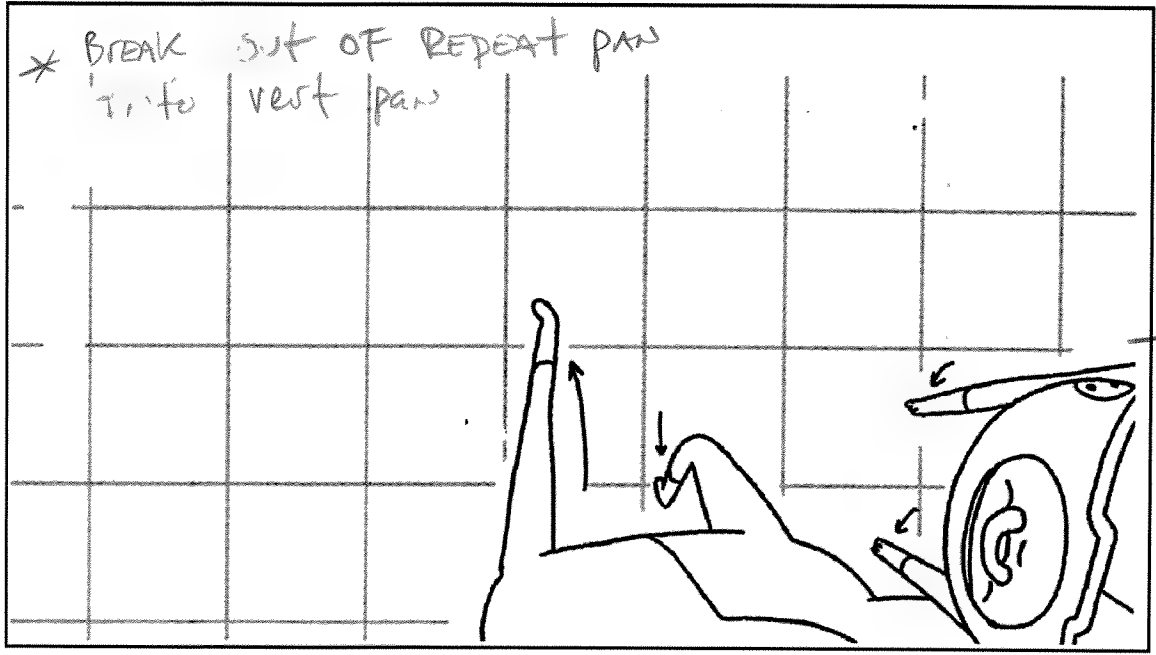
1014/151

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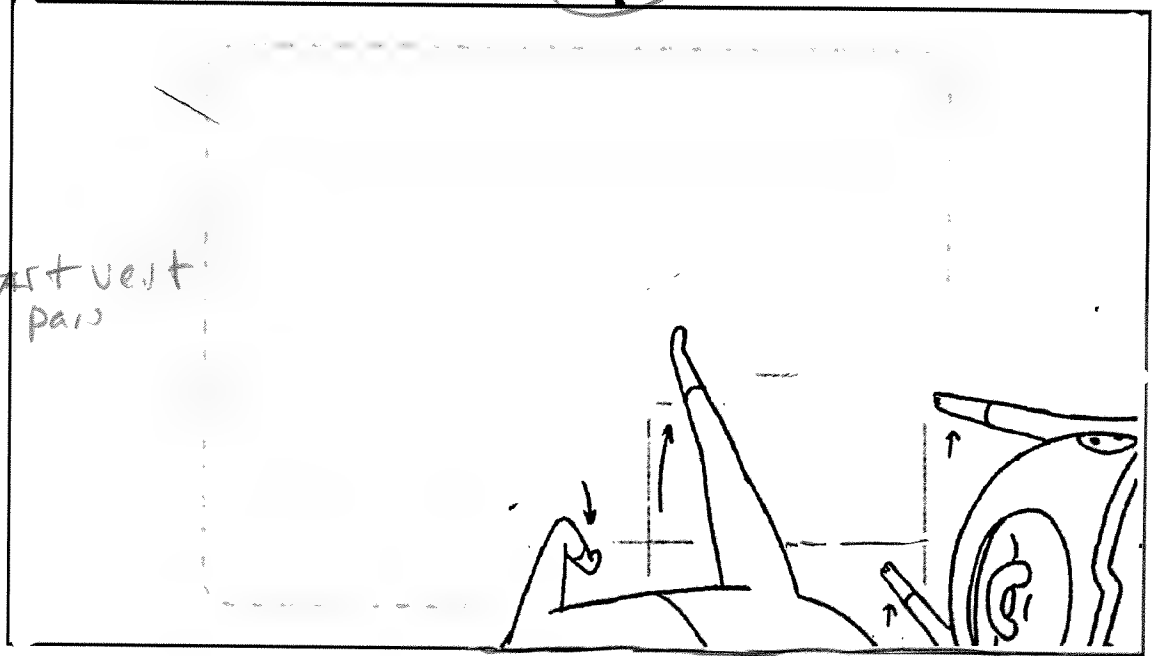
# ADVENTURE TIME



Sc. 156 *cont* Pnl. G Bg. day night



Sc. 156 *cont* Pnl. *G1* Bg. day night



Dialog:	
Action:	
Timing:	

JUN 27 2012

*210A NEXT*

EPISODE # 1014-151

1014/151

Production :

1014/151

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1014/151

# 156 CONT ADVENTURE TIME G2

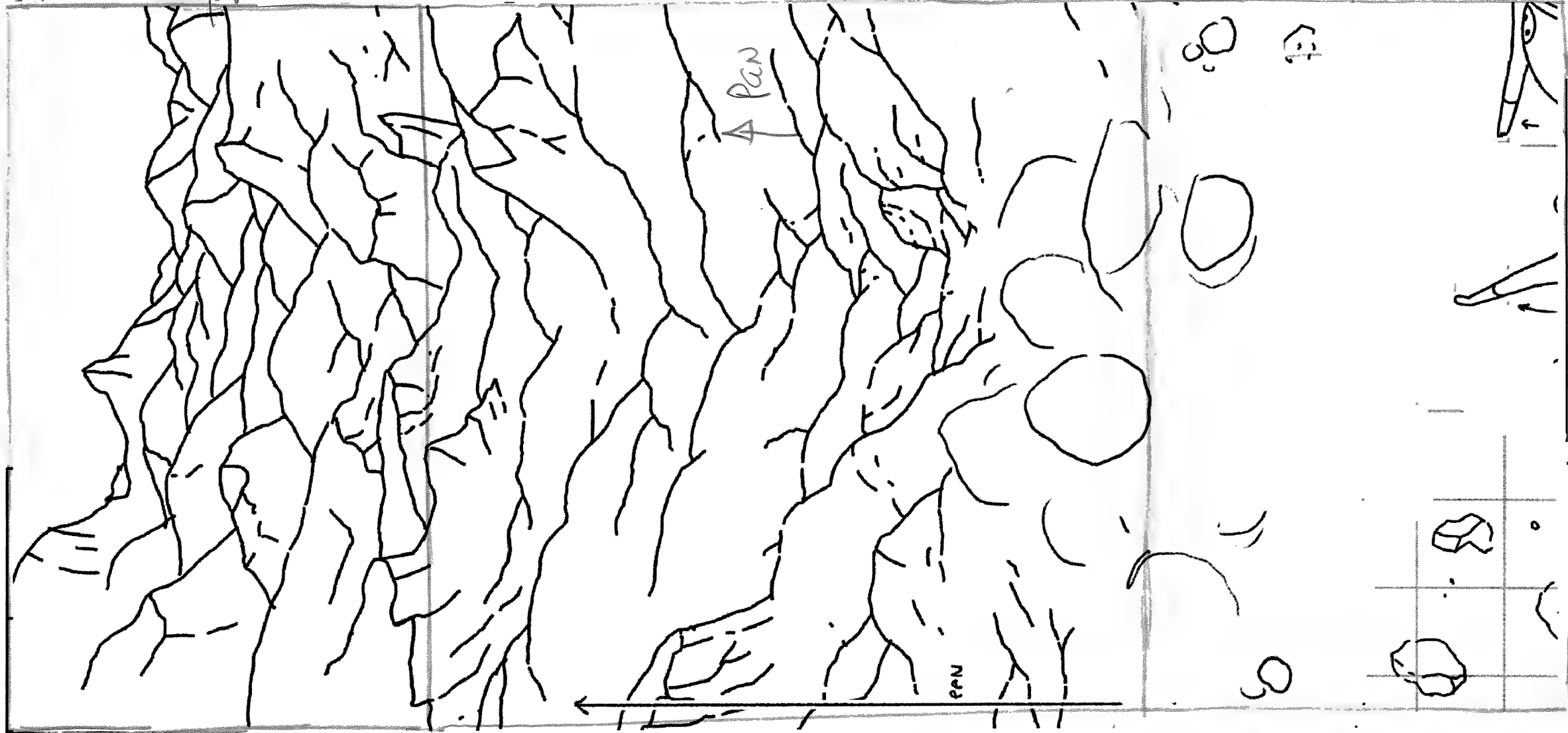


G2

Picture out  
of repeat  
pan

Page 210A

211 NEXT

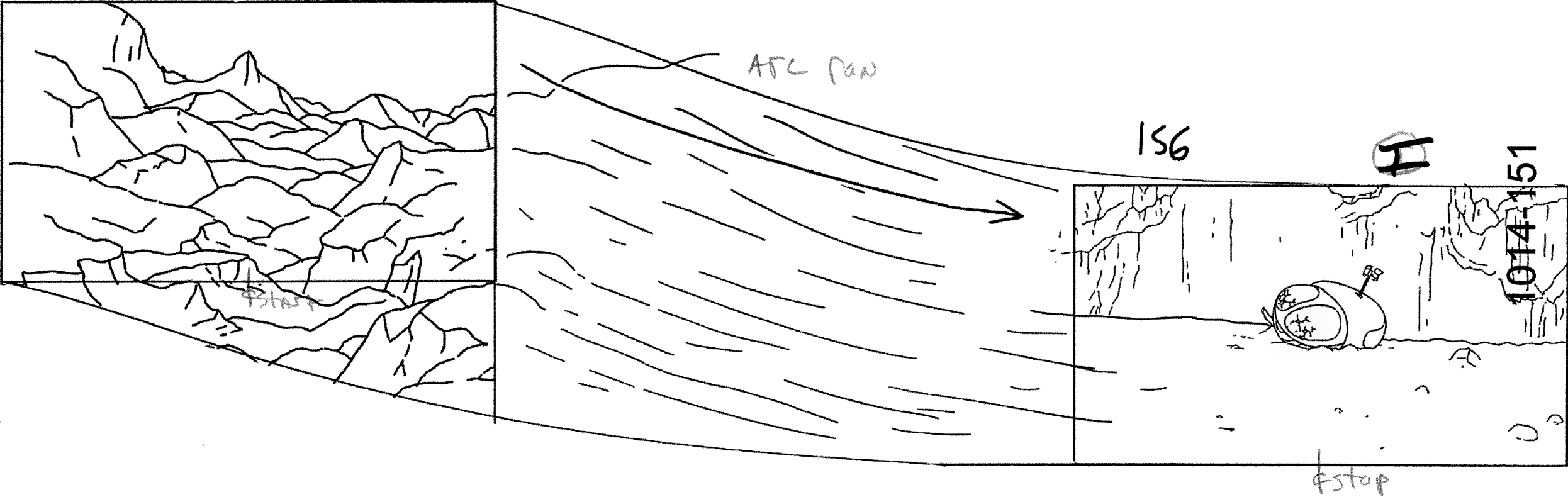


Sc 156  
H

JUN 27 2013

1014/151

Production :  
EPISODE # 1014-151  
1014/151



F/ WHERE'S JAMES?

Action:

zip pan over to the ship

JUN 27 2013

Timing:

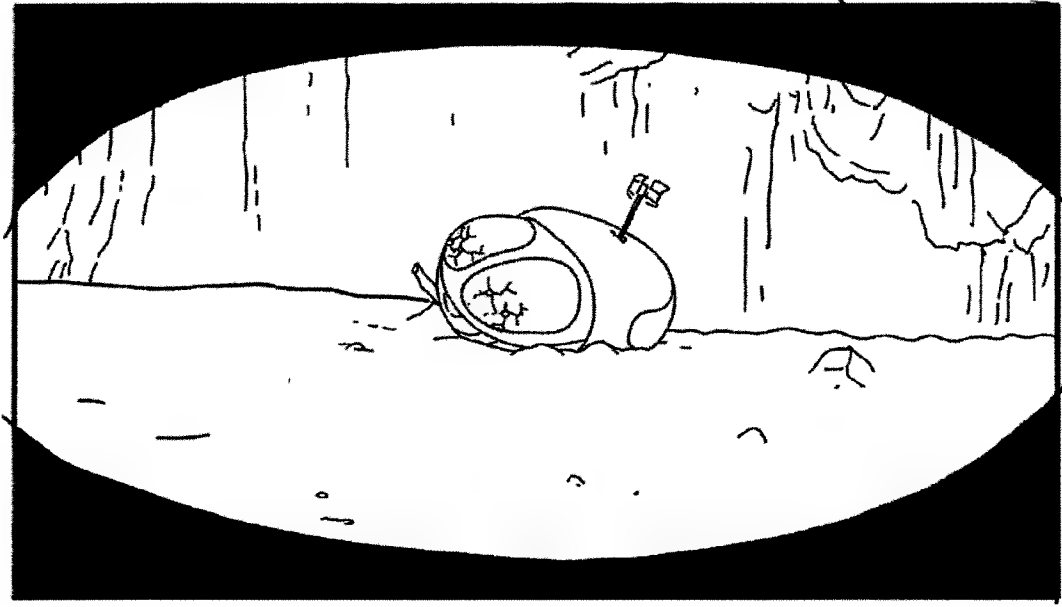
Production :

# ADVENTURE TIME

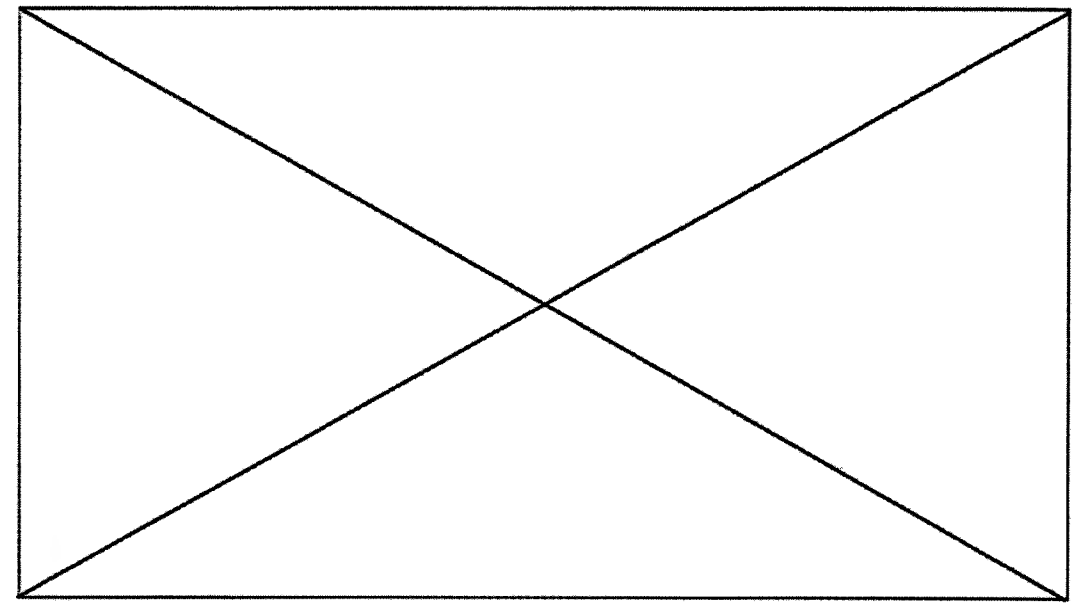


Page 212

Sc. 156 UNT Pnl. J Bg. day night



Sc. Pnl. Bg. day night



<p>Dialog:</p> <p><u>E/GROAN.</u></p> <p>JAMES (off in the distance) vrt vrt vrt.</p>	
<p>Action: Finn's vision starts to narrow</p>	<p>(J)</p> <p>JUN 27 2013</p>
<p>Timing:</p>	

1014-151

EPISODE #

1014/151

Production :

1014/151

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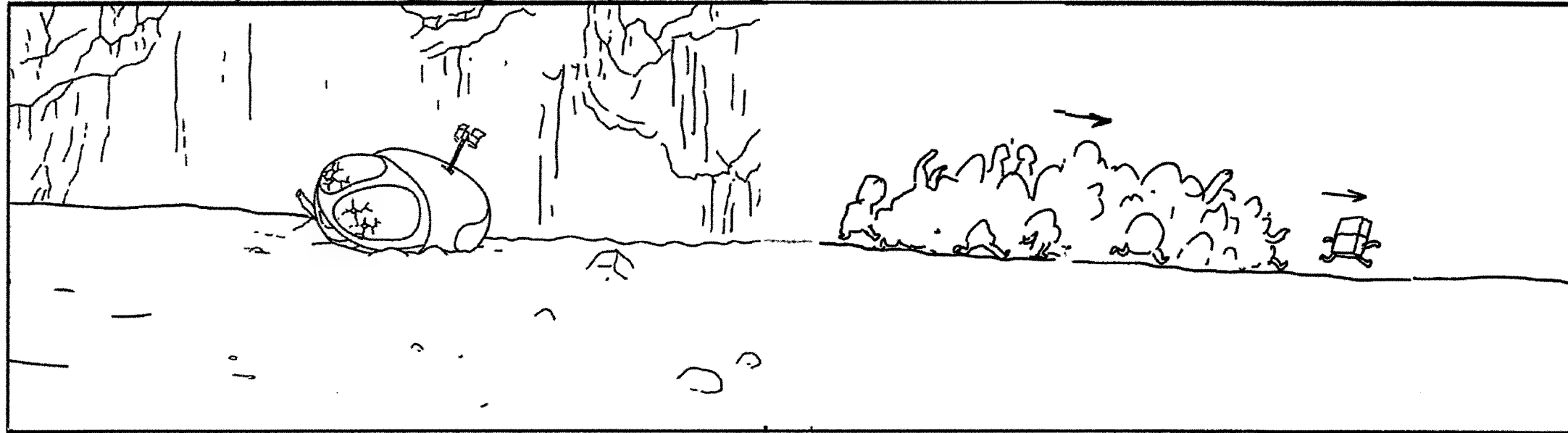
1014/151

# ADVENTURE TIME



Page 213

Sc. 156 cont Pnl. K Bg. day night Sc. 156 Pnl. L Bg. day night



Dialog:

JAMES / VRT-VRT-VRT-VRT,  
GOO MONSTERS / [CHASING WALLA]

Action:

Finn's Eye snaps open He Looks to the Right. Revealing James is Being Chased By Zombie Crowd.

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

1014/151

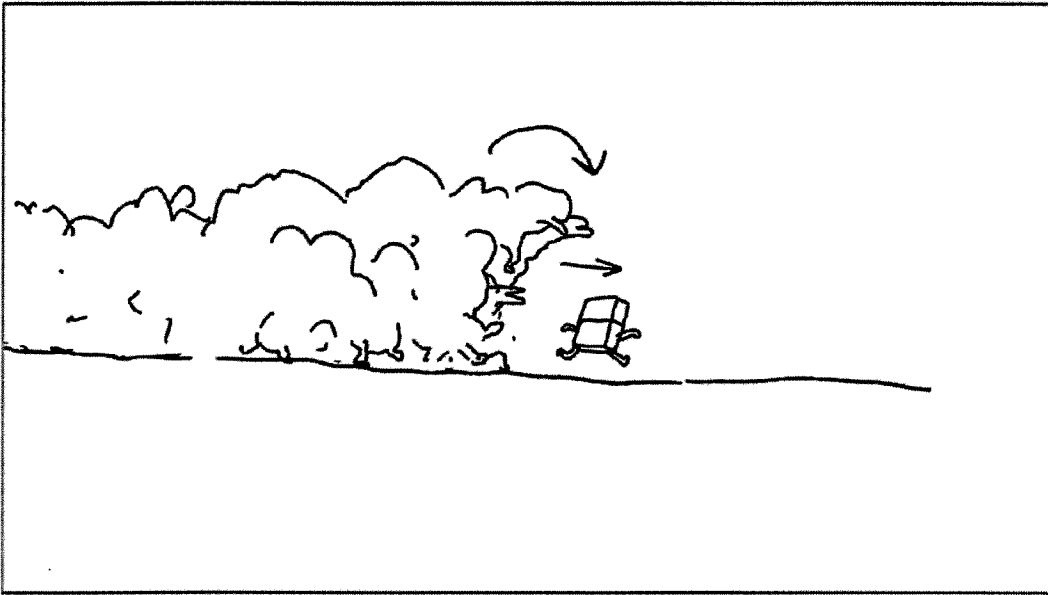


ADVENTURE TIME

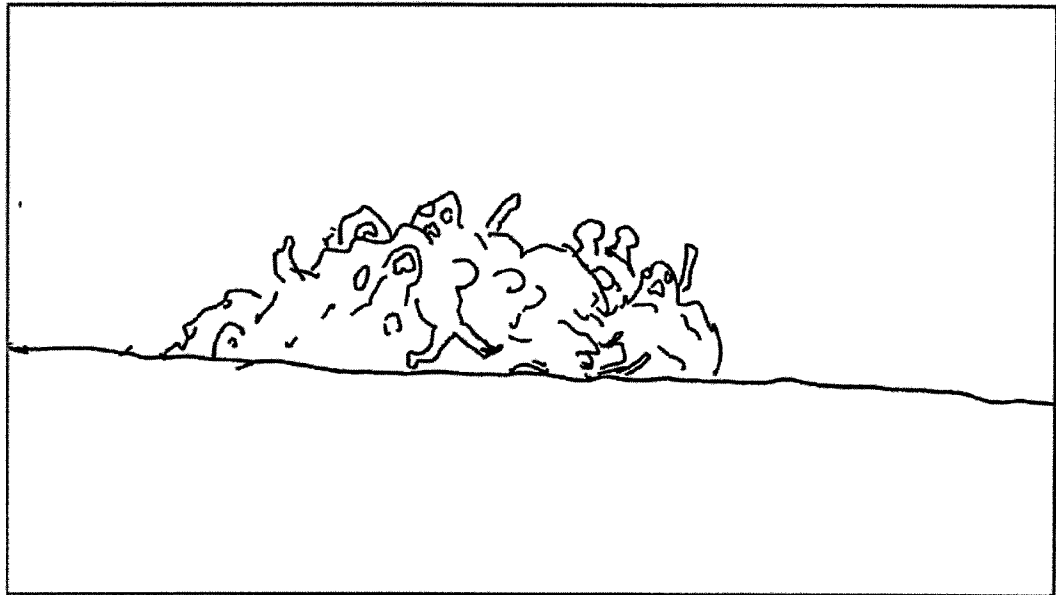


Page 24

Sc. 156 *CONT* Pnl. M Bg. day night



Sc. 156 *CONT* Pnl. N Bg. day night



Dialog:

JAMES/ vrt, vrt, vrt.

Action:

-600 CREAMRES REAR UP LIKE A WAVE BREAKING.

AND CRASH DOWN UPON JAMES. Engulfing him

JUN 27 2013

Timing:

1014-151

EPISODE #

Production :

1014/151

1014/151

1014/151

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ADVENTURE TIME



Sc. 156 CONT Pnl. "OH Bg.

day night

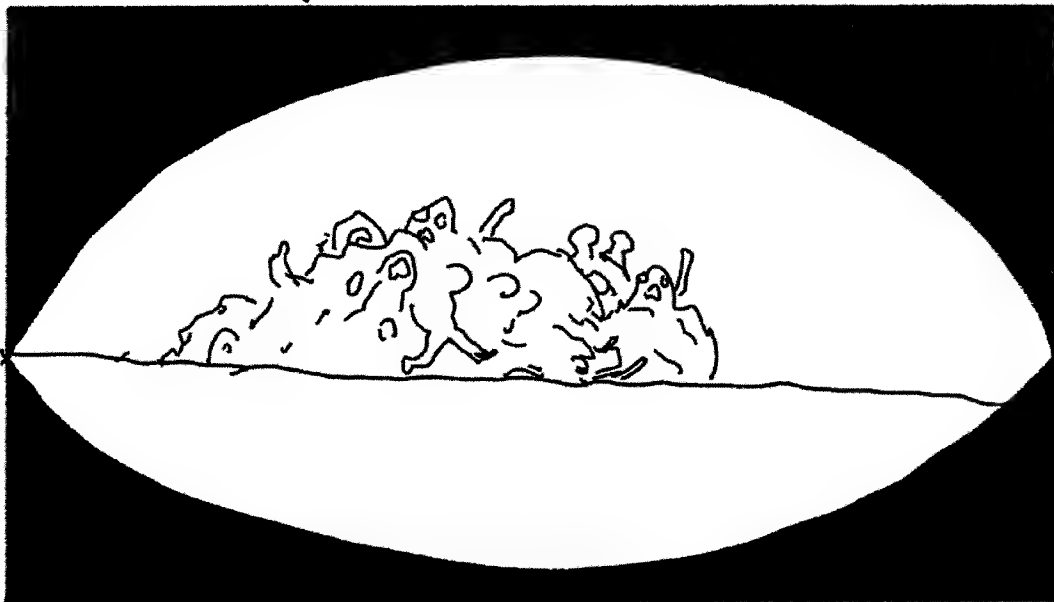
Sc.

156 CONT Pnl. P

Bg.

Page 215  
day night

Cut



Dialog:	E: (O/S) JAMES!	
Action:	EYE CLOSES AGAIN.	Goes to Black.
Timing:	JUN 27 2011	

EPISODE # 1014-151

Production :

1014/151

1014/151

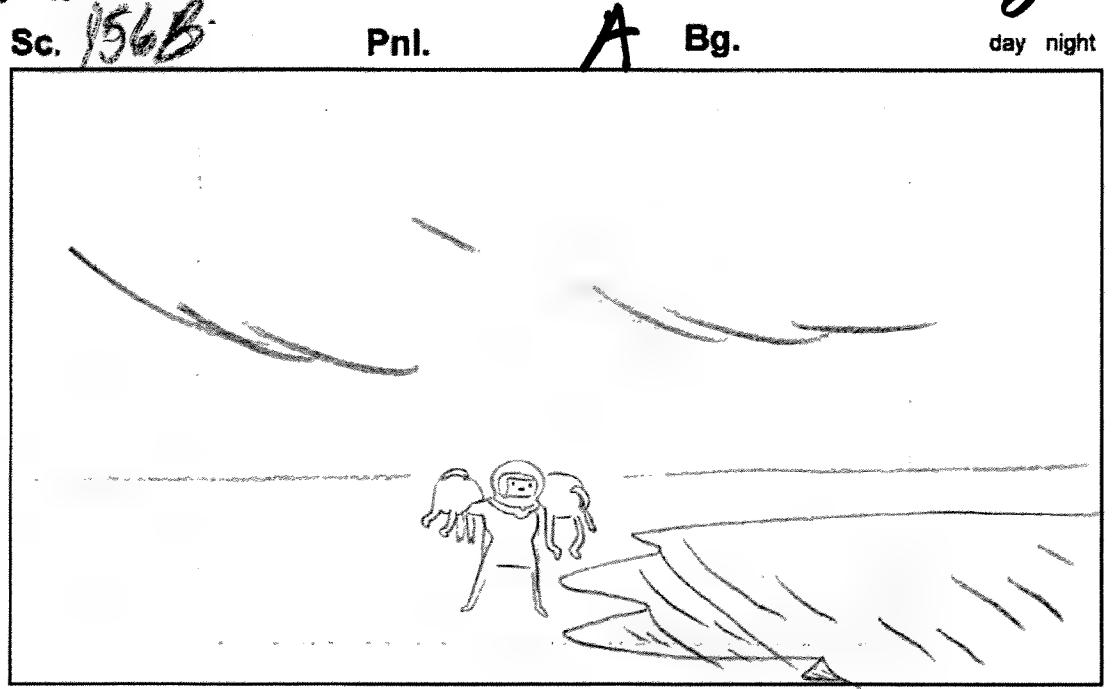
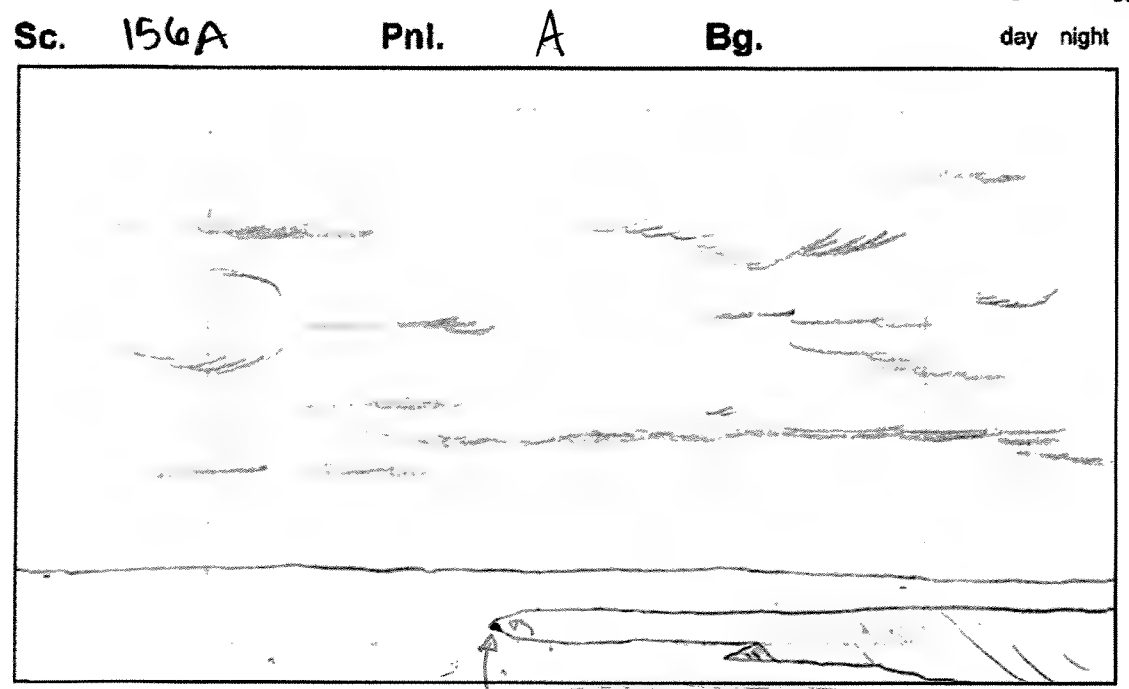
1014/151

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# ADVENTURE TIME



Page 216 *Ho Cut*



Dialog:	PR w/ Finn + Jake Rise out of crater.	
Action:	+ PB walks out of the hole HOLDING FINN + Jake (SUPER WINE OUT)	
Timing:		

JUN 27 2013

EPISODE # 1014-151  
1014/151

Production :

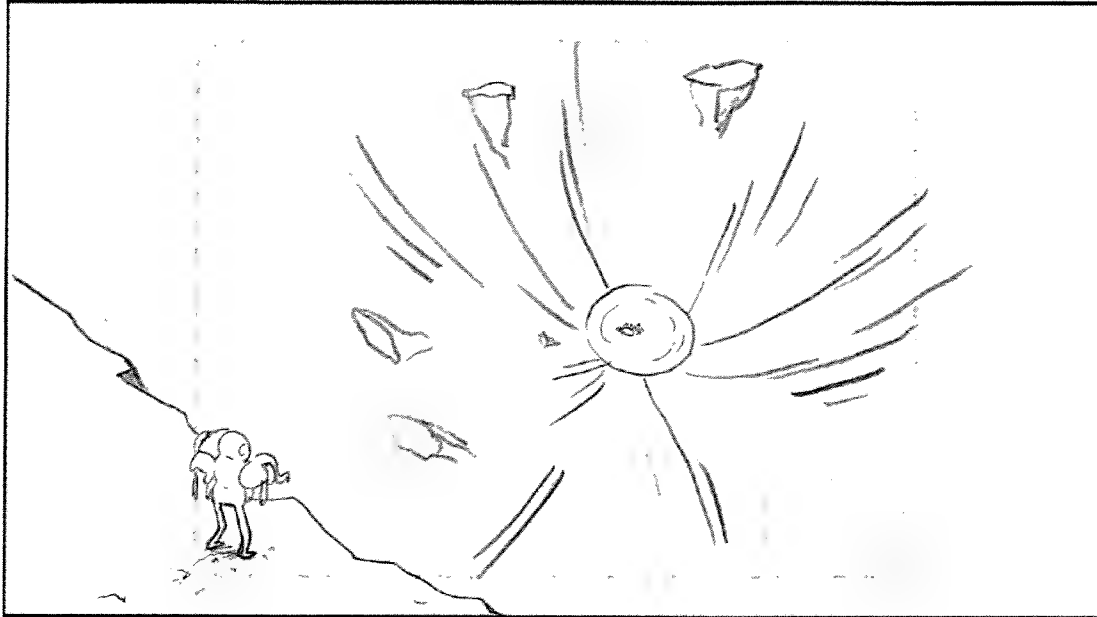
1014/151

# ADVENTURE TIME

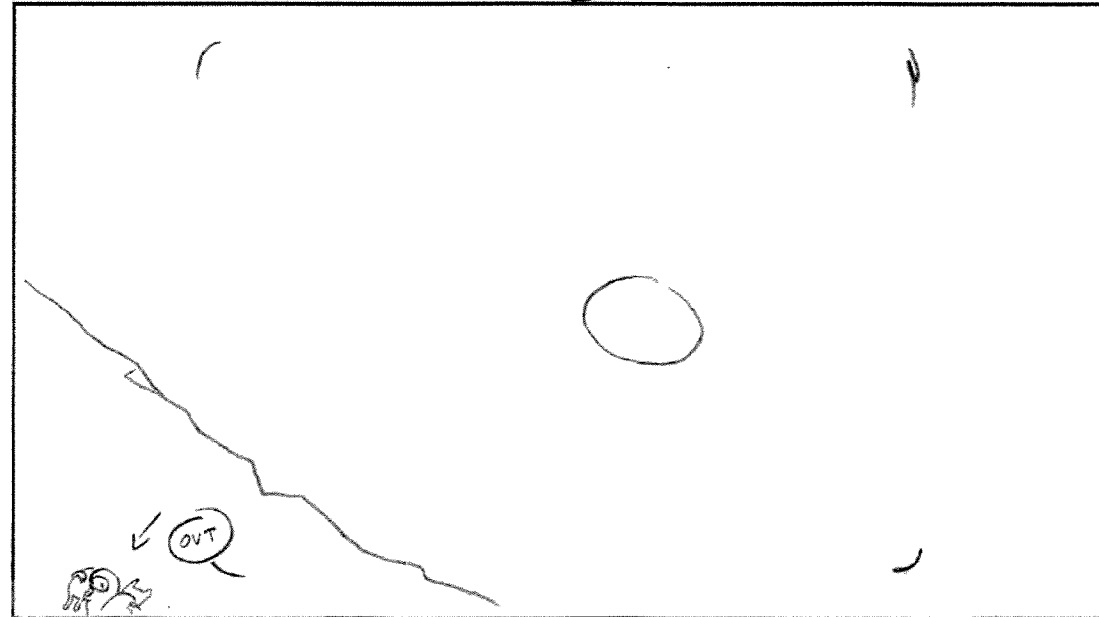


Page **217**

Sc. **157** Pnl. **A** Bg. day night



Sc. **157 CONT** Pnl. **B** Bg. day night



Dialog:

GOO - [DISTANT MONSTER]  
MONSTERS SOUNDS

Action:

(PB LOOKS DOWN FOR A BEAT)

-(WALKS OUT OF SHOT)

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

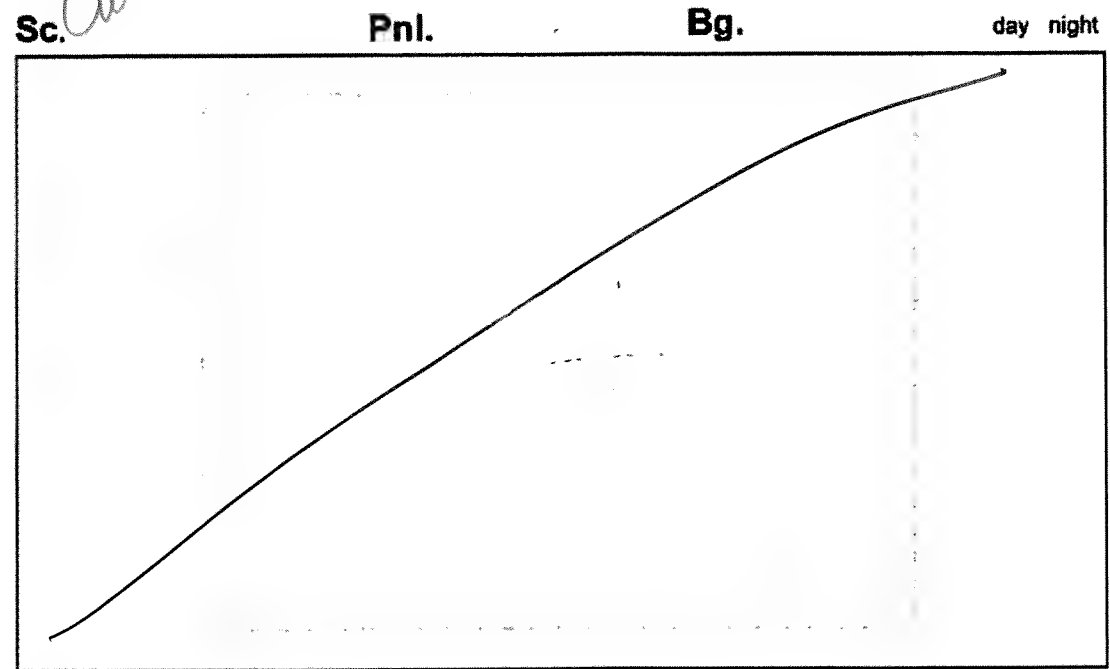
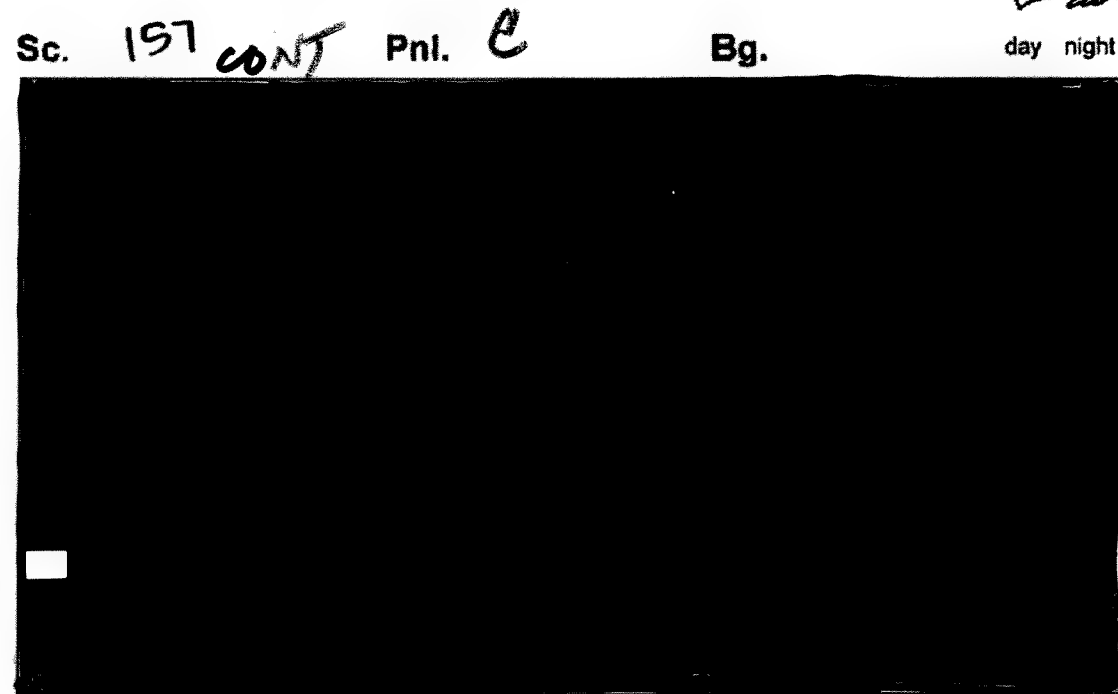
1014/151

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# ADVENTURE TIME



Page 218



Dialog:

TADE to  
black Fr.  
(a) pos

Action:

JUN 27 2013

Timing:

EPISODE #

Production :

1014-151

1014/151

1014/151

Cut

ADVENTURE TIME



Page 219  
NO PG 220  
day night

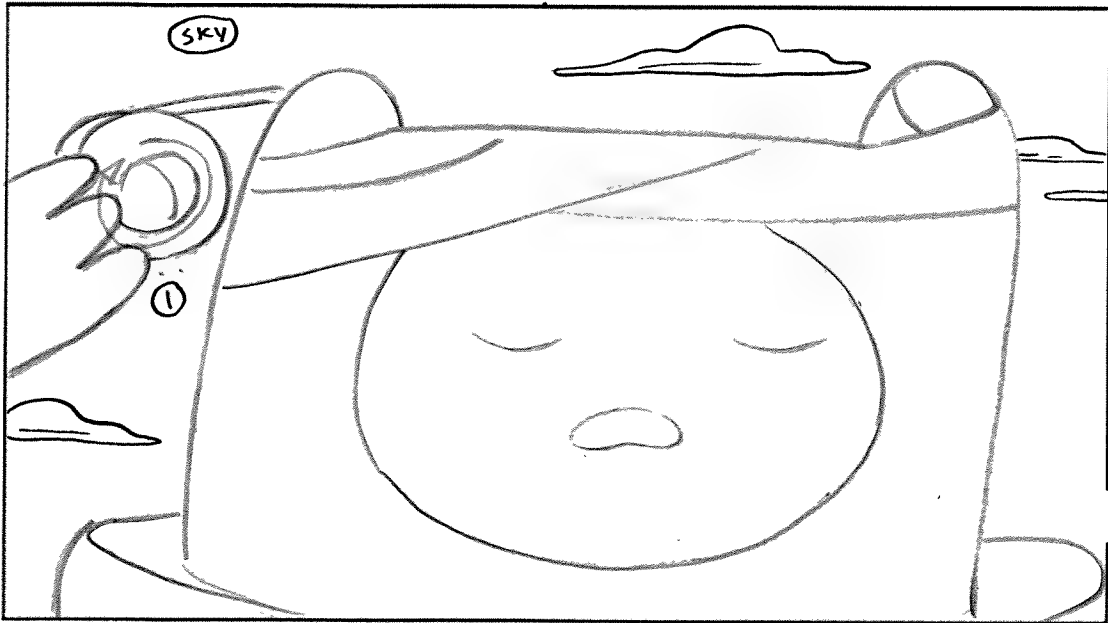
HU  
Cut

Sc. 158

Pnl. A

Bg.

day night

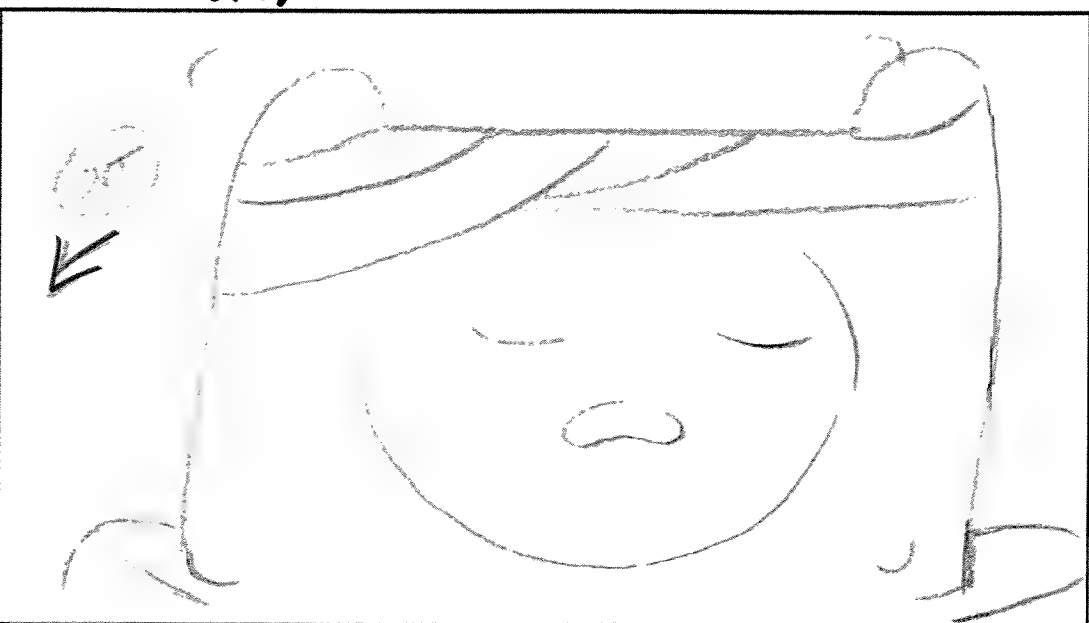


Sc. 158

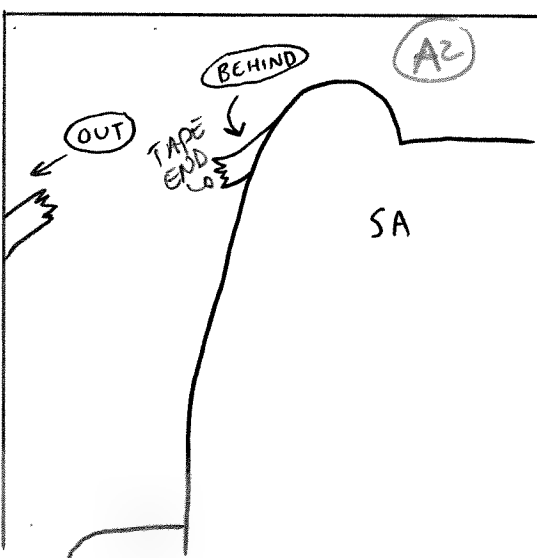
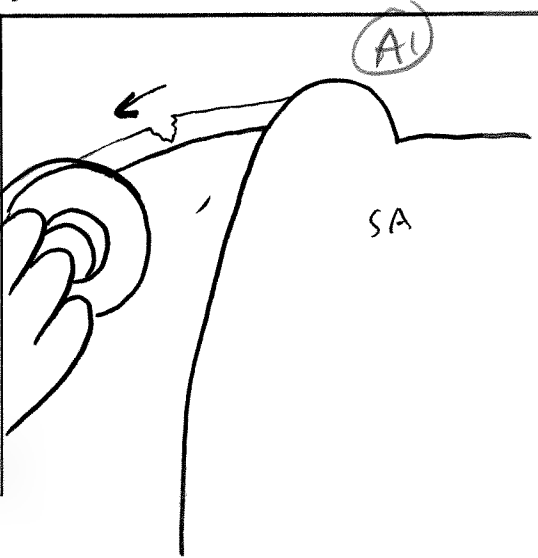
CONT

Pnl. B

Bg.



Dialog:



(HAND MOVES OUT OF SHOT)  
JUN 27 2013

Production :

EPISODE# 1014-151  
1014/151

1014/151

1014/151

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Hi Cut

# ADVENTURE TIME



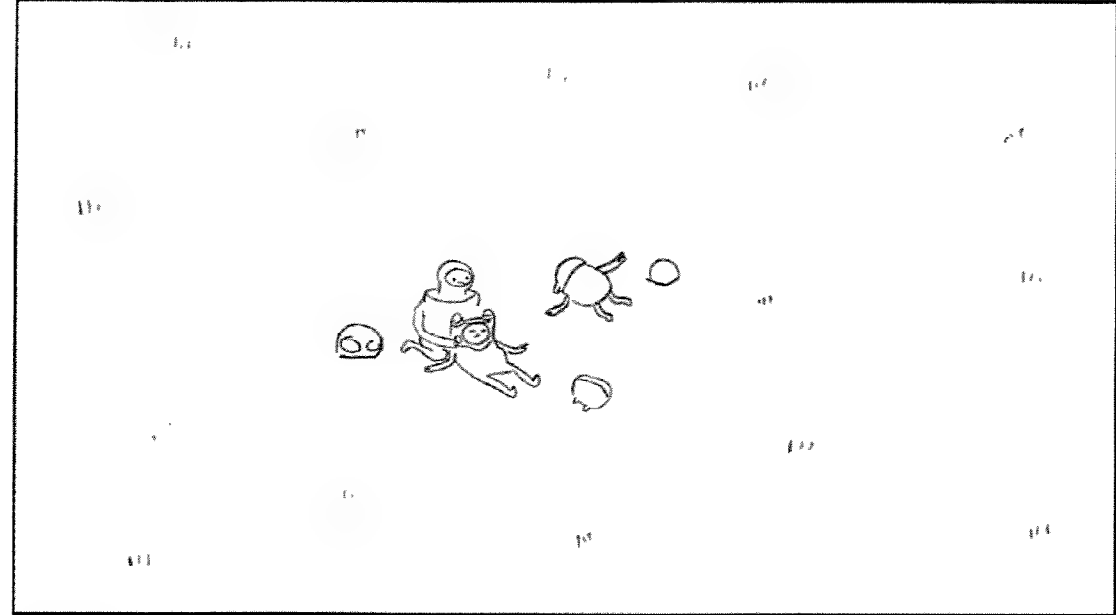
Hi Cut

Sc. 159

Pnl. A

Bg.

day night

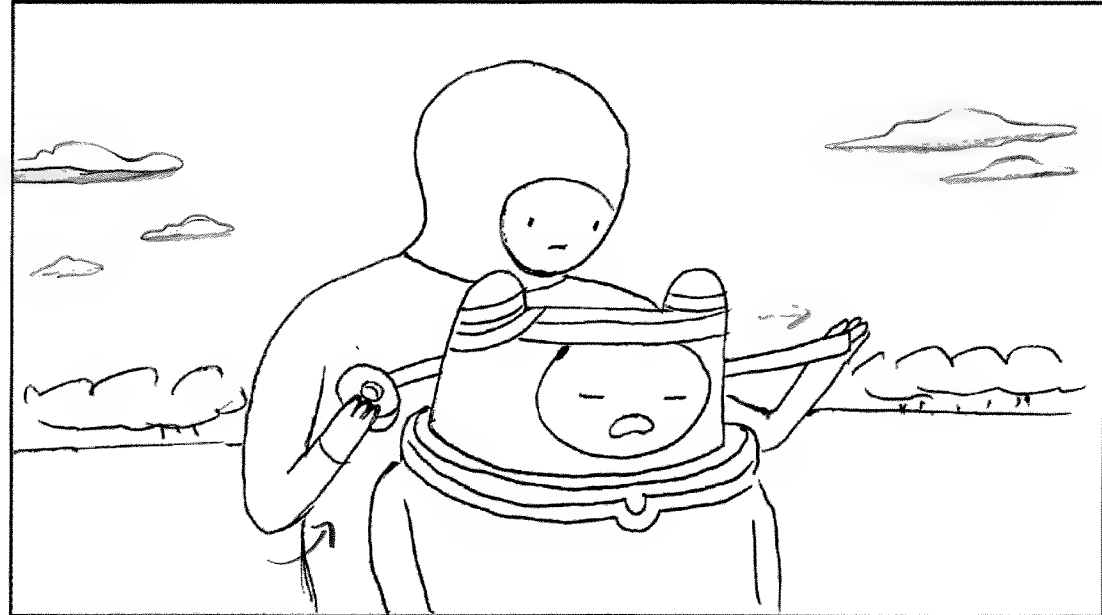


Sc. 160

Pnl. A

Bg.

day night

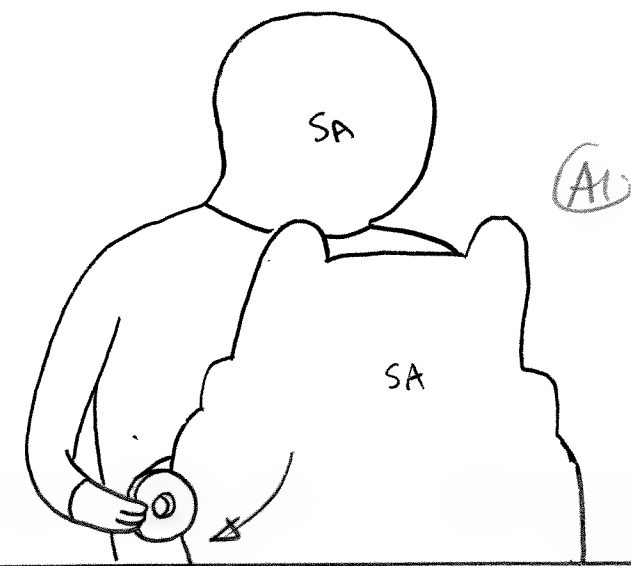


Dialog:

Action:

-EXT GRASLANDS

Timing:



JUN 27 2013

1014-151

EPISODE #

1014/151

Production :

1014/151

# ADVENTURE TIME



Page 222

Sc. 160 *CONT* Pnl. B

Bg.

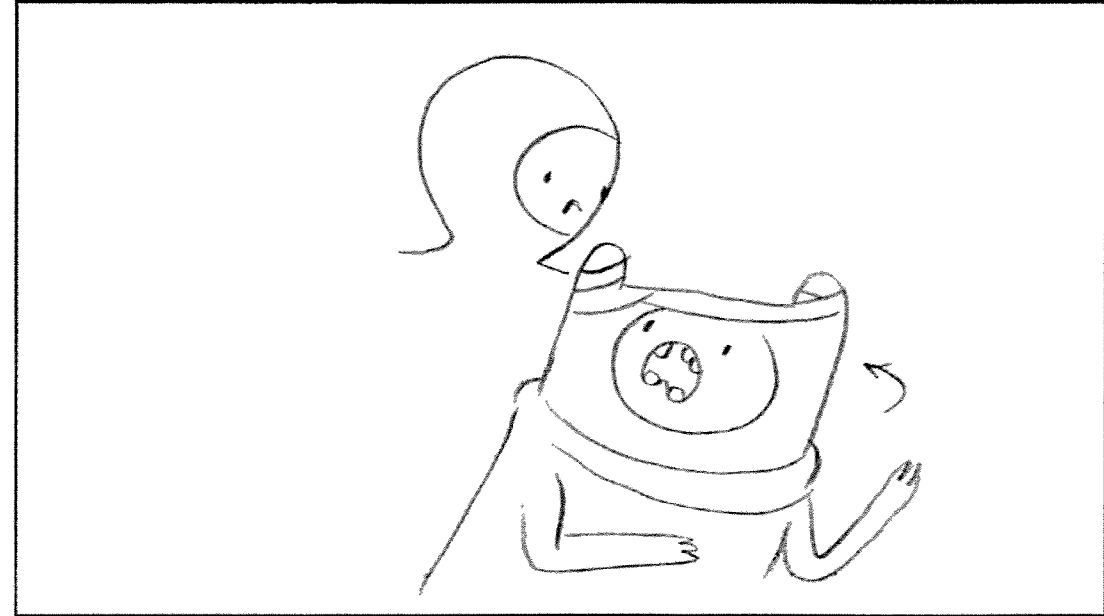
day night



Sc. 160 *CONT* Pnl. C

Bg.

day night



Dialog:

(F) BAH! JAMES, LOOK OUT!

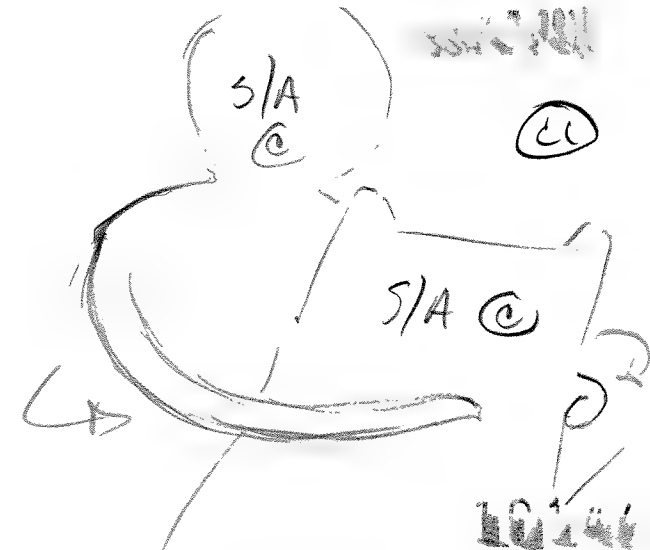
Finn: PB! What's going on?

Action:

- F WAKES UP ABRUPTLY.

- F TURNS

Timing:



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1014/151

1014/151



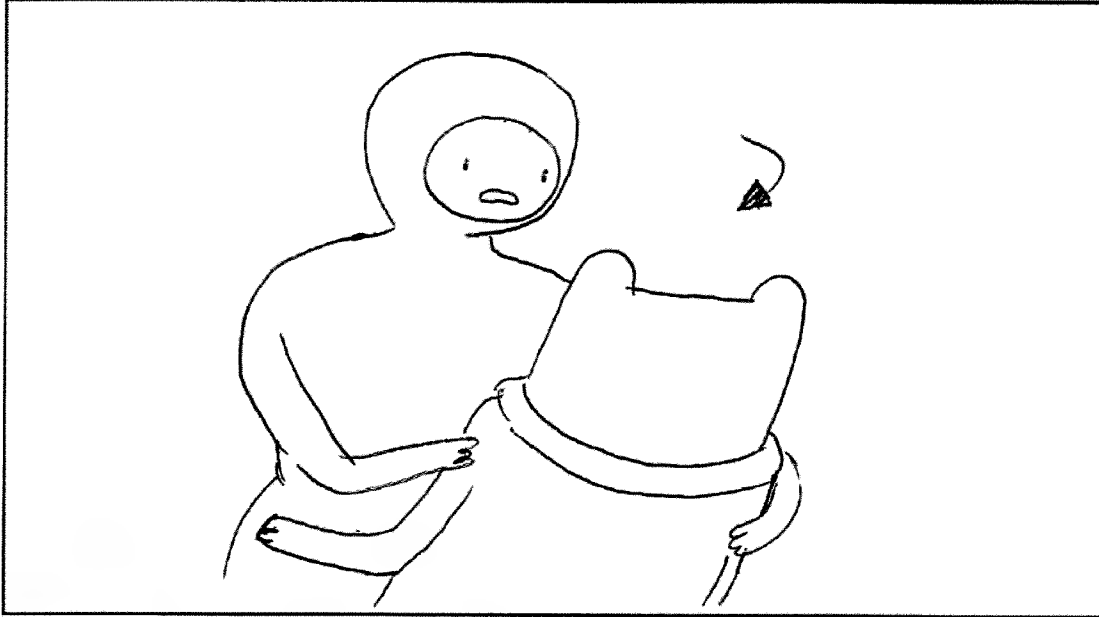
# ADVENTURE TIME



NO  
SC. 161

Page 223

Sc. 160 *CONT* Pnl. D Bg.



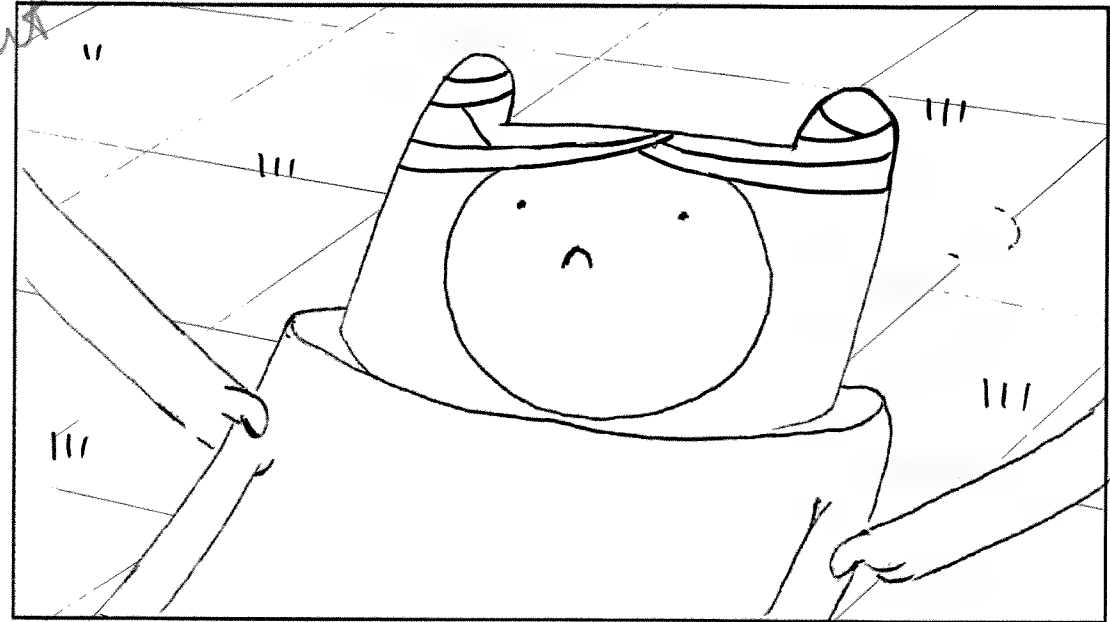
day night

Sc. 162

Pnl. A

Bg.

day night



Dialog:

PB: FINN I NEED TO EXPLAIN SOMETHING REALLY  
HEAVY. I WAS THE ONE WHO SABOTAGED ALL  
YOUR ESCAPE

(PB) (VO)

plans. I calculated the chance of --

Action:

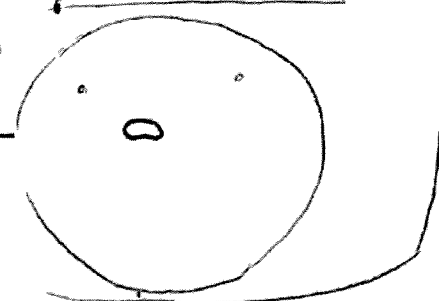
-PB SPINS FINN AROUND

Timing:



(D)

(A)



JUN 27 2013

Production :

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1014-151

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1014/151

*Handwritten:* Hu Ant

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1014/151

He  
Cut

# ADVENTURE TIME



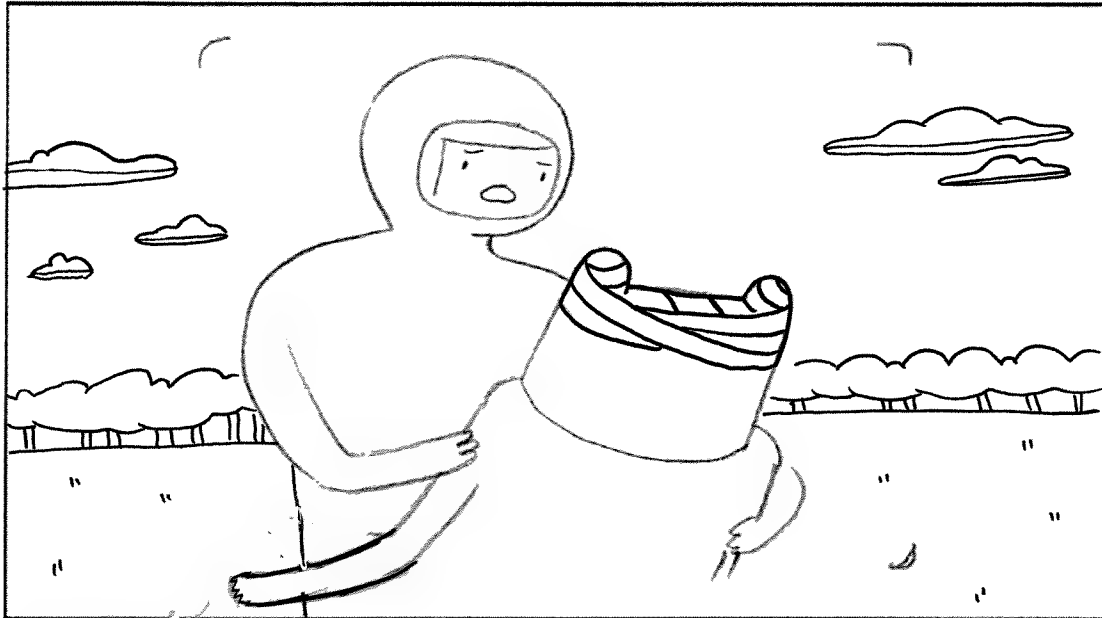
Page 224

Sc. 163

Pnl. A

Bg.

day night

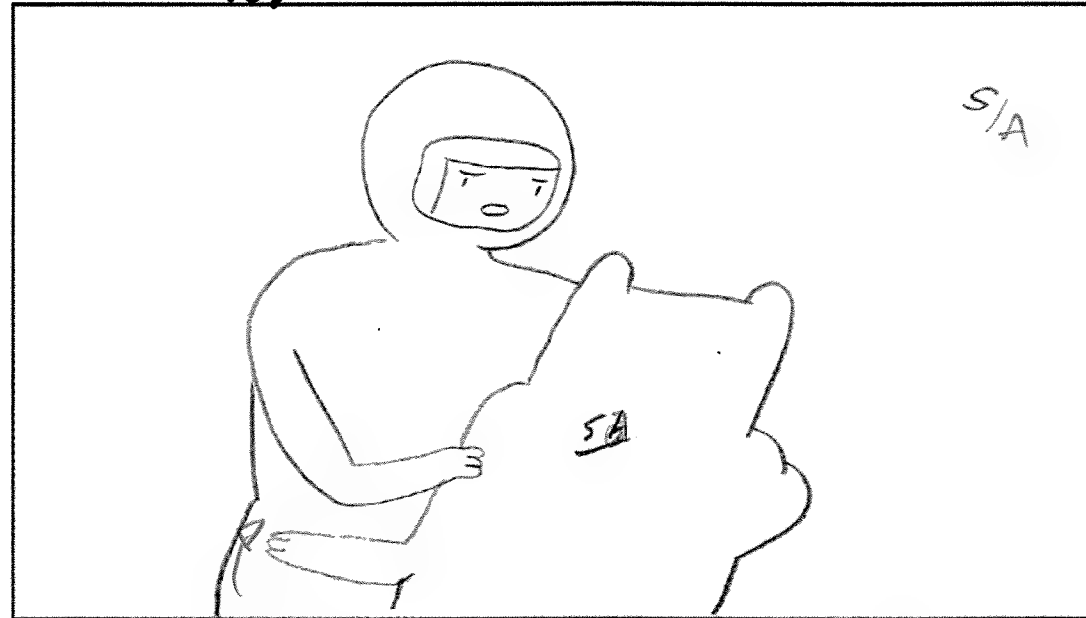


Sc. 163 *CONT*

Pnl. B

Bg.

day night



Dialog:

(PB) -- success for every possible escape plan...

(PB)

And none of them were going to work.

Action:

JUN 27 2013

Timing:

Production :

EPISODE #

1014-151

1014/151

He  
Cut

1014/151

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ADVENTURE TIME

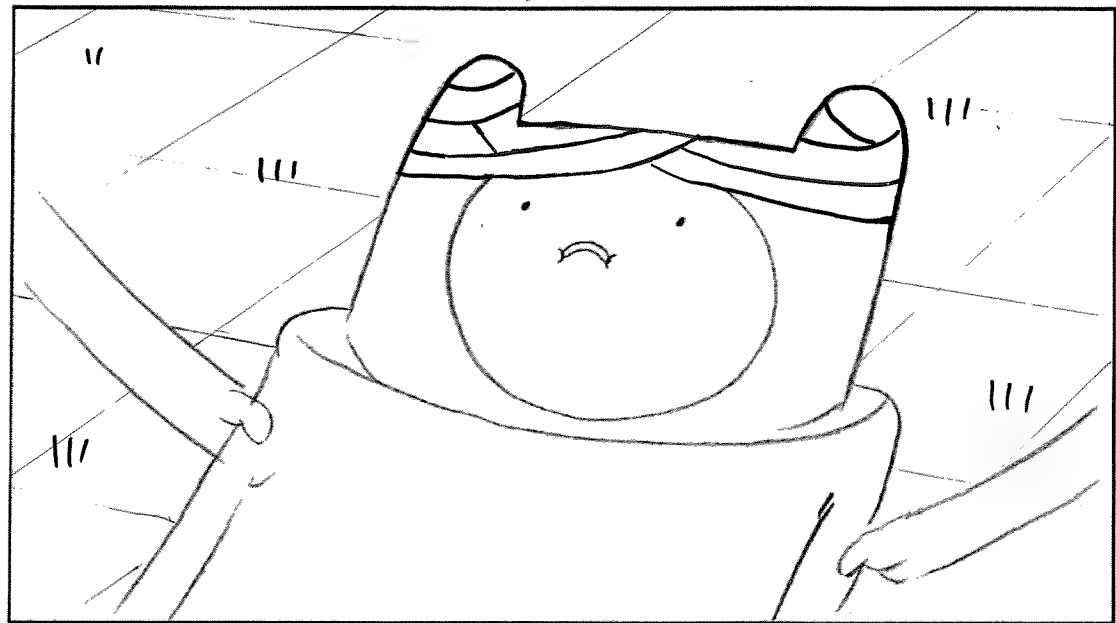


Sc. 164

Pnl. A

Bg.

day night

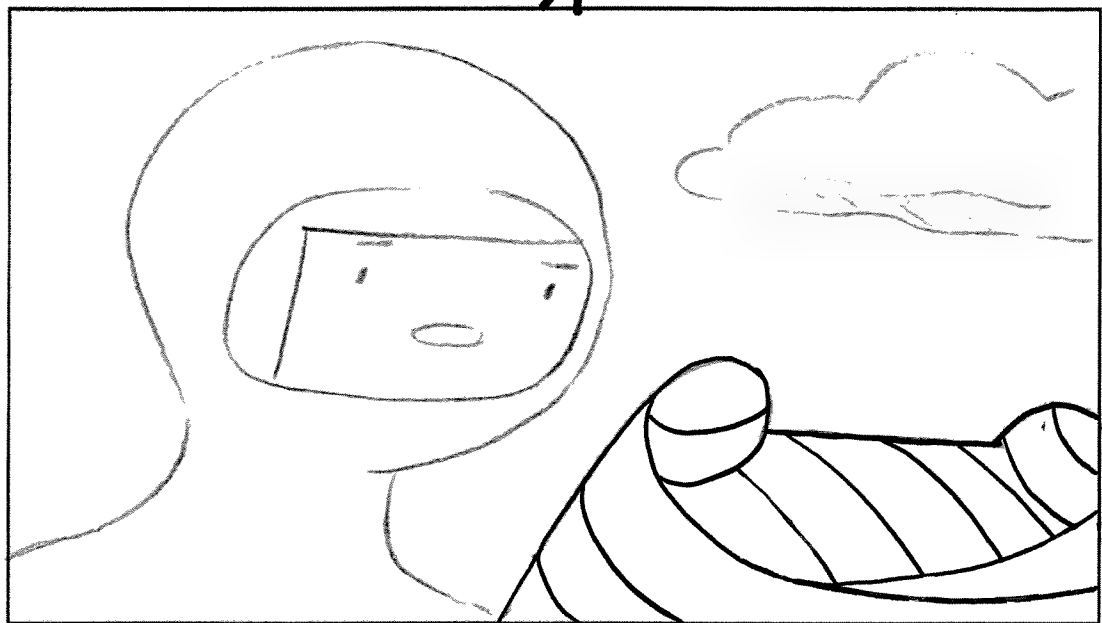


Sc. 165

Pnl. A

Bg.

day night



Dialog:

(PB) (U.S.) YOU SAID IT YOURSELF...  
THERE WAS ONLY ONE  
WAY OUT.

(PB) SOME ONE WAS GOING TO  
HAVE TO EAT THE BIG ONE  
TO SAVE THE OTHERS...

Action:

Timing:

JUN 27 2012

Production :

EPISODE #

1014-151

1014/151

# ADVENTURE TIME



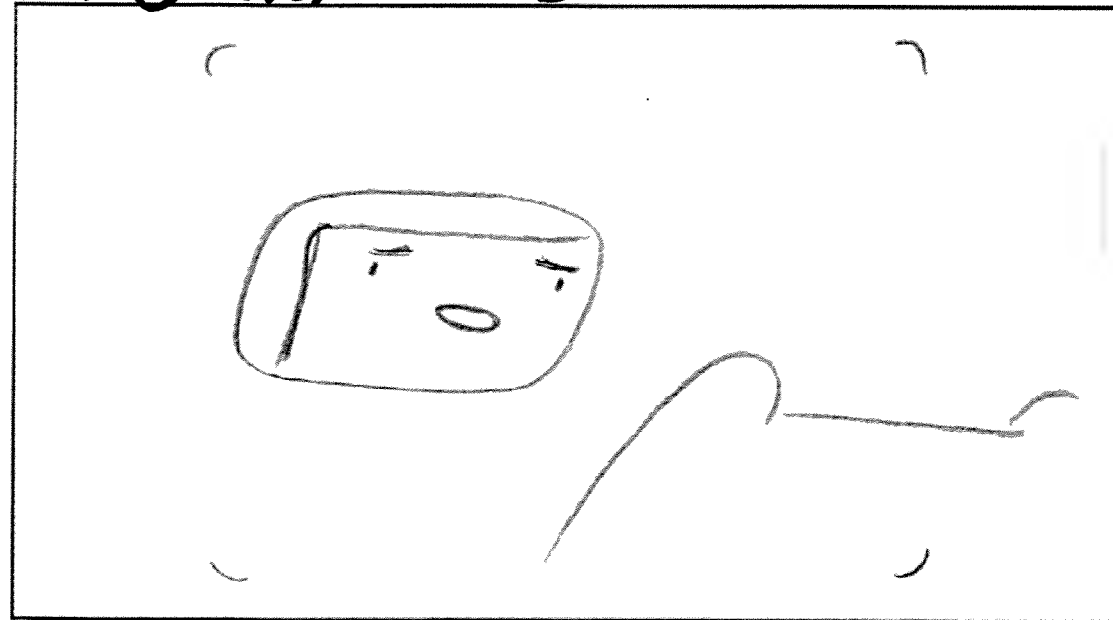
HO  
Cut

Sc. 165 cont Pnl.

B

Bg.

day night



Sc.

166

Pnl.

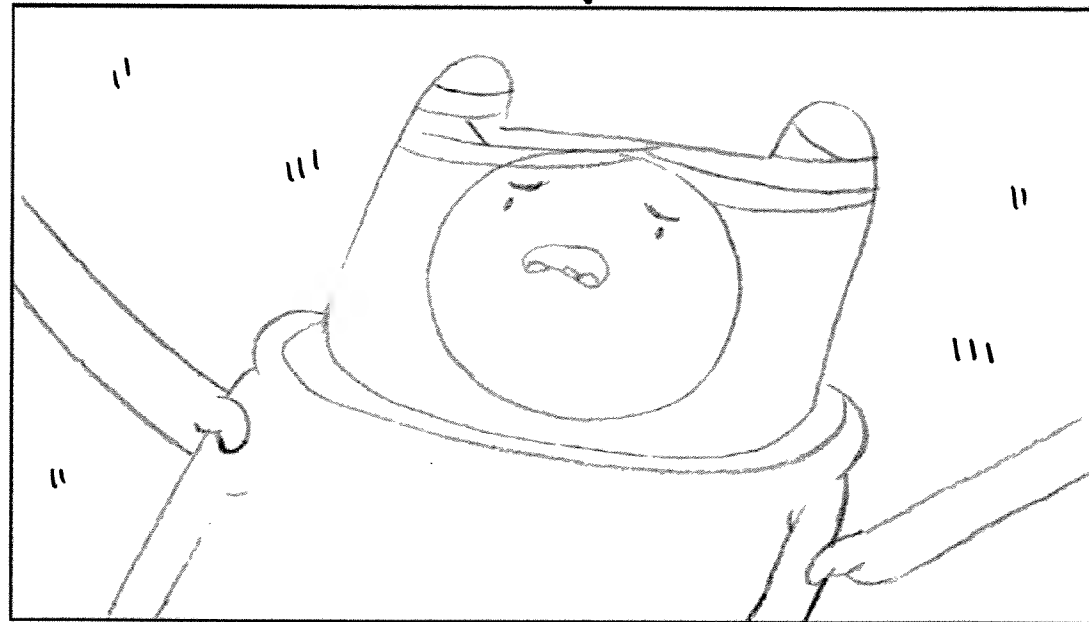
A

Bg.

Page

226

day night



HO  
Cut

1014-151

EPISODE #

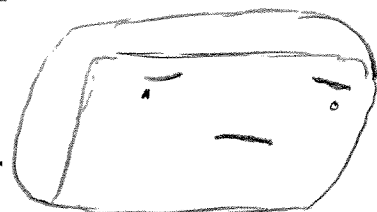
1014/151

Dialog:

(AB) - James did something really noble to save us...

(F) - BUT... I wanted to do it!! why didn't you let me?

Action:



(BL)

JUN 27 2013

Timing:

Production :

1014/151

# ADVENTURE TIME

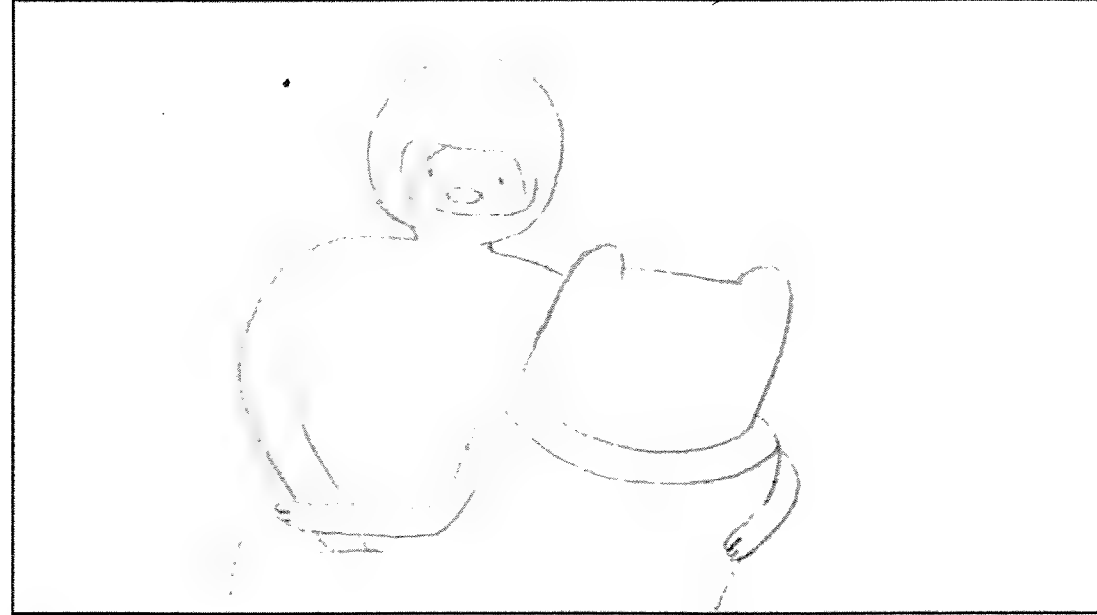


Page 227

Sc. **167** Pnl. **A** Bg. day night



Sc. **167 cont** Pnl. **B** Bg. day night



Dialog:

(PB) there's a reason.

PB/ With this--

Action:

(PB) REACHES INTO POCKET.

JUN 27 2011

Timing:

EPISODE #

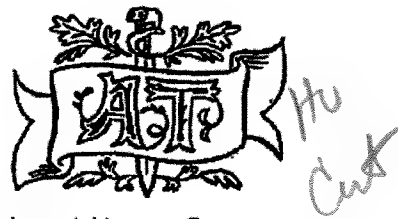
1014/151 : 1014-151

Production :

1014/151

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# ADVENTURE TIME

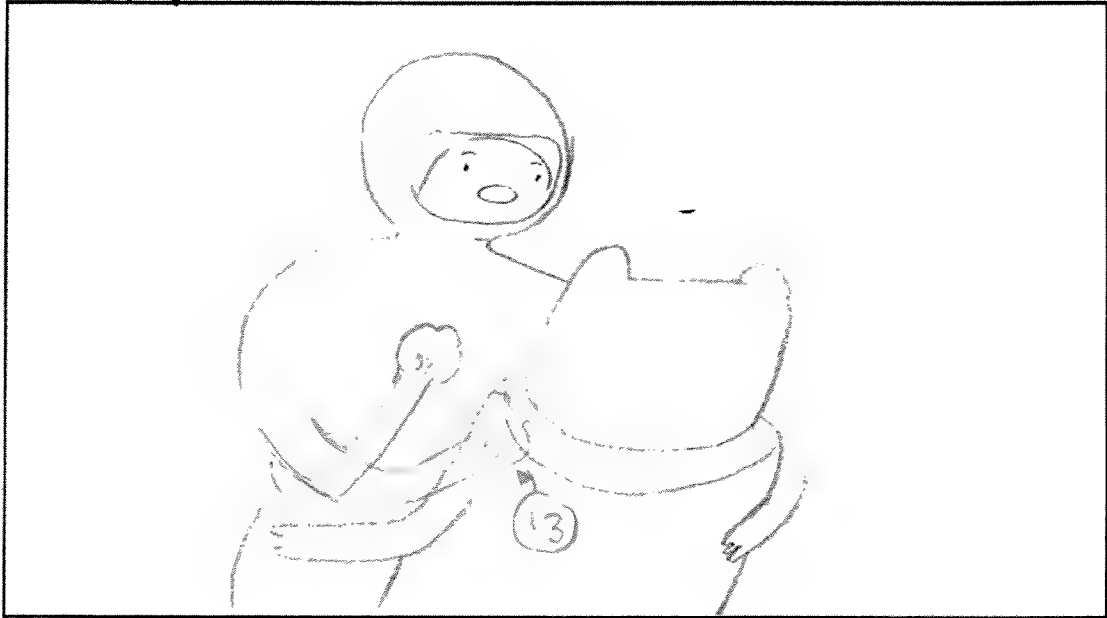


Page 228

Sc. 167 cont Pnl. C

Bg.

day night

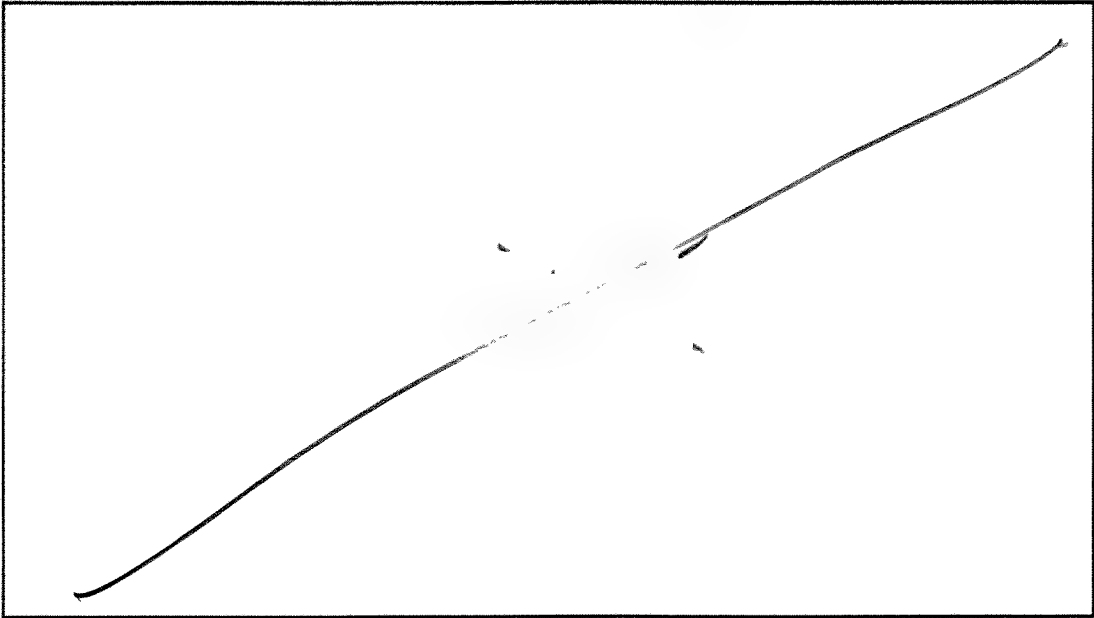


Sc.

Pnl.

Bg.

day night



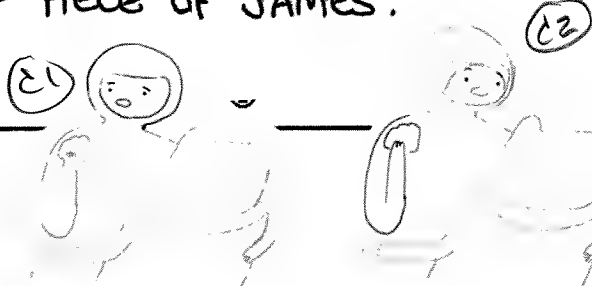
Dialog:

(PB) -- sample of James I can clone a new one. He's candy, but your not. I can't clone another you.

Action:

- PB PULLS OUT PIECE OF JAMES.

Timing:



JUN 27 2013

Production :

EPISODE #

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1014/151

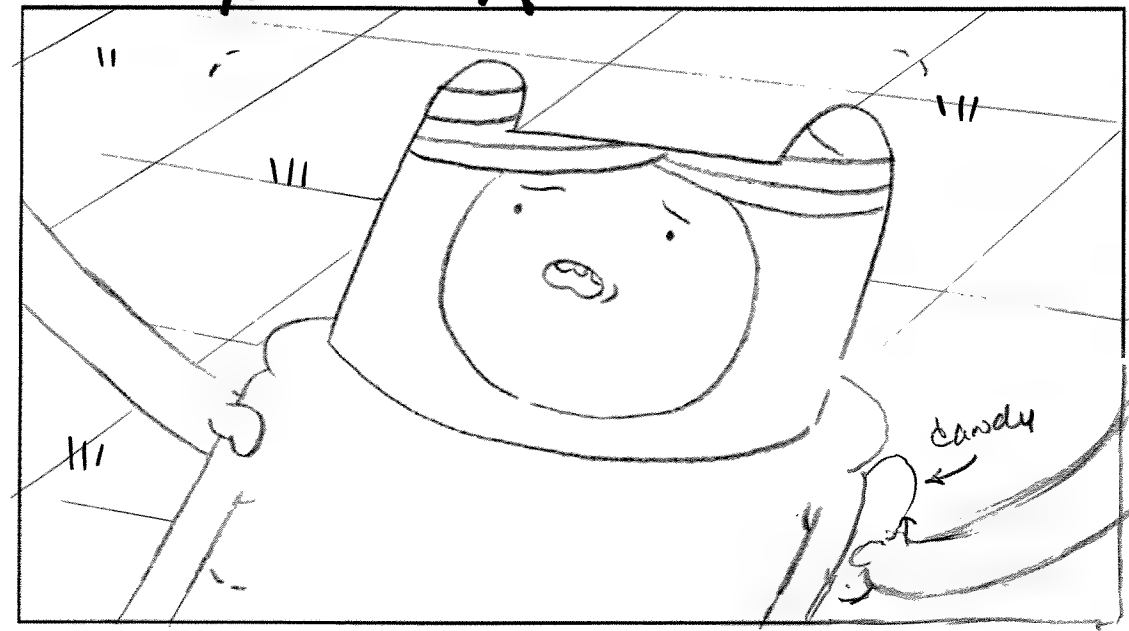
Ho  
Cut

# ADVENTURE TIME



Ho  
cut

Sc. 168 Pnl. A Bg. day night



Sc. 169 Pnl. A Bg. day night



Dialog:	(F) - (uncomfortable) ... Whoa...	(PB) - I made the best choice available
Action:		
Timing:		

JUN 27 2013

Ho  
Cut

EPISODE # 1014-151

1014/151

Production :

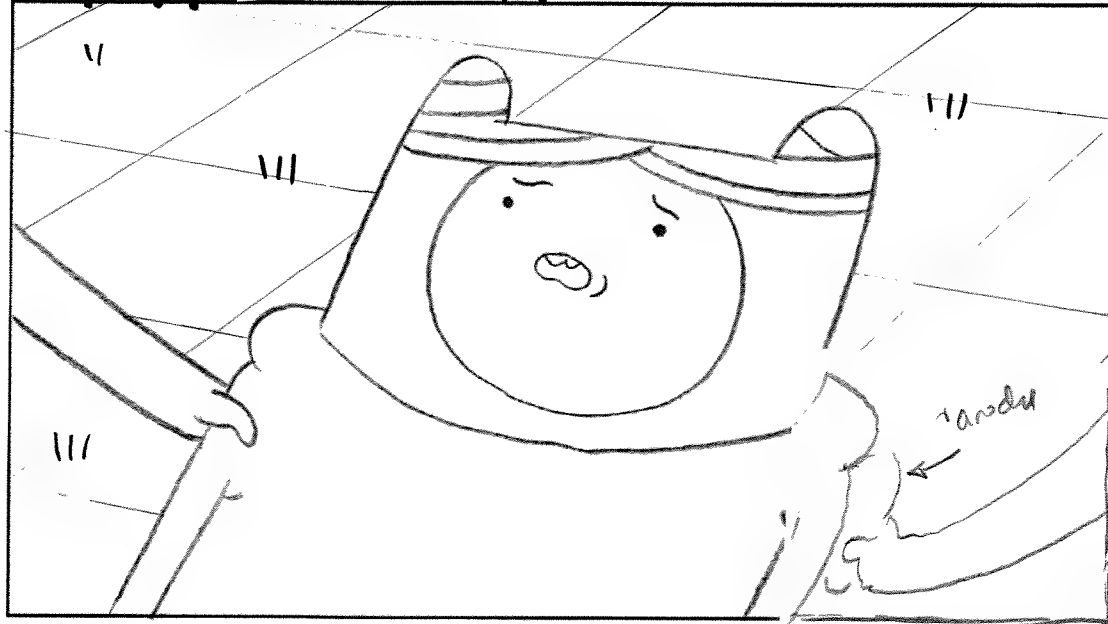
1014/151

# ADVENTURE TIME

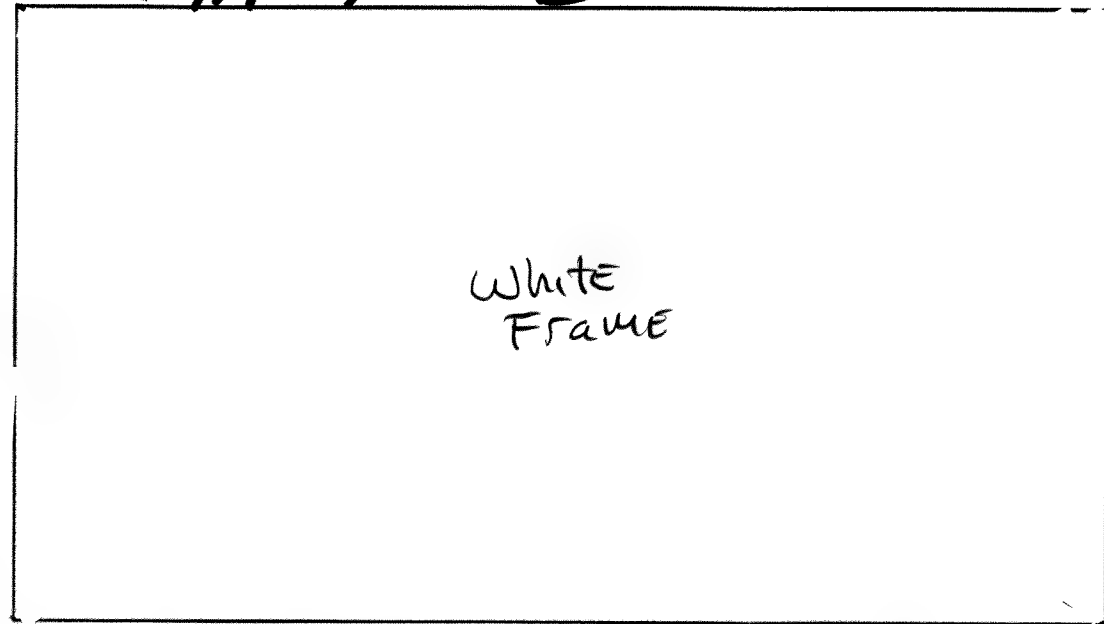


Page 230

Sc. **169A** Pnl. **A** Bg. day night



Sc. **169A cont** Pnl. **B** Bg. day night



Dialog:

Action:

Timing:

FADE to White Fr.  
to Act

JUN 27 2013

Production :

EPISODE #

1014-151

1014/151

HO  
cut

1014/151



# ADVENTURE TIME



Page 231

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
<u>170</u>	<u>A</u>			
white Fr.				

Dialog:	<u>Sfx</u> (whoosh)	Sfx (whoosh)	
Action:			
Timing:			

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Production :

EPISODE #

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1014/151

1014/151

1014/151

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# ADVENTURE TIME



Page **232**

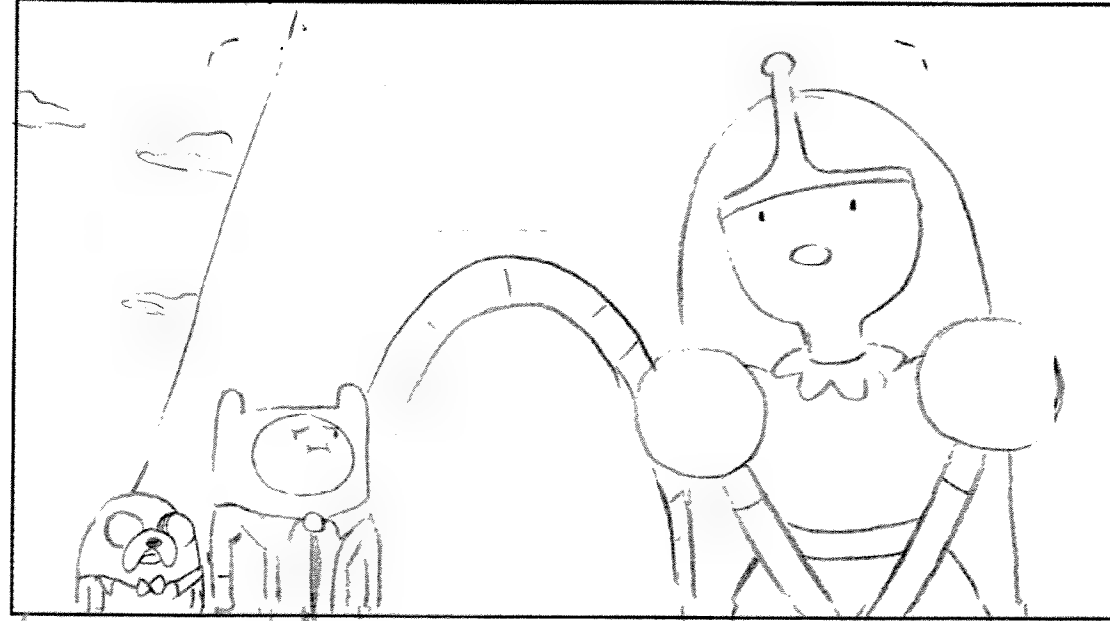
Sc.

**170 cont.**

**B**

Bg.

day night



Sc.

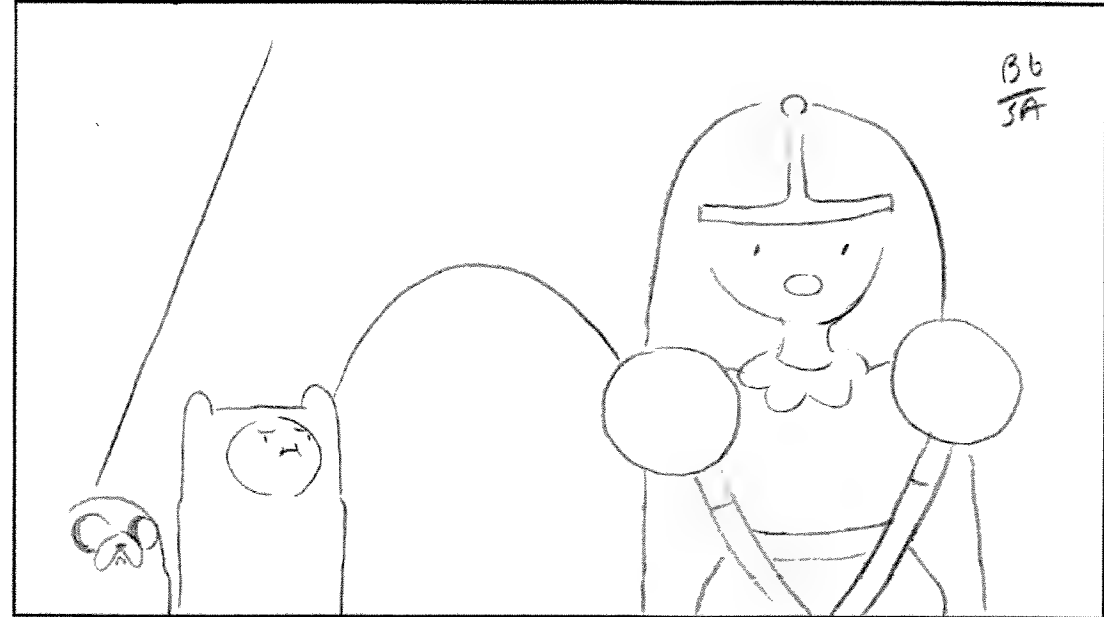
**170 cont**

Pnl.

**C**

Bg.

day night



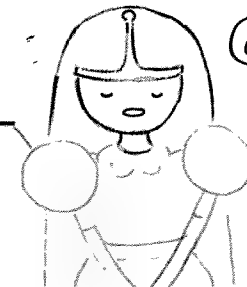
Dialog:

(PB) JAMES SERVED THE  
CANDY KINGDOM on a  
dangerous mission.

Action:

Timing:

(PB) AND even though he  
is gone and it's super  
sad I would like to  
HONOR



(CL)

JUN 27 2013

EPISODE # 1014-151

1014/151

Production :

1014/151

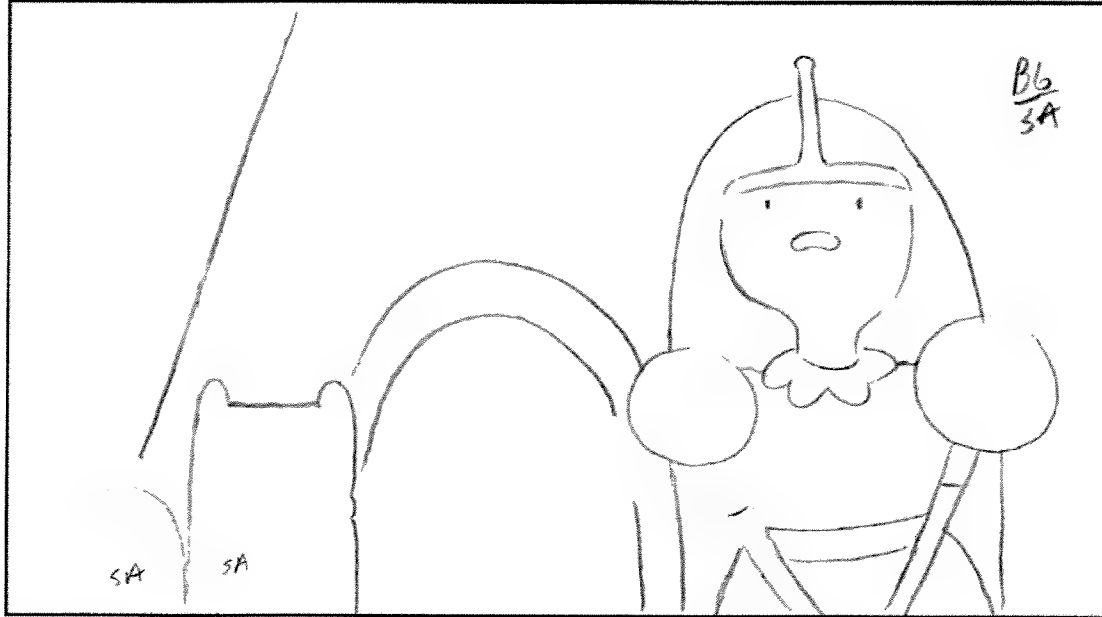
# ADVENTURE TIME



Sc. **170 cont** Pnl. **D**

Bg.

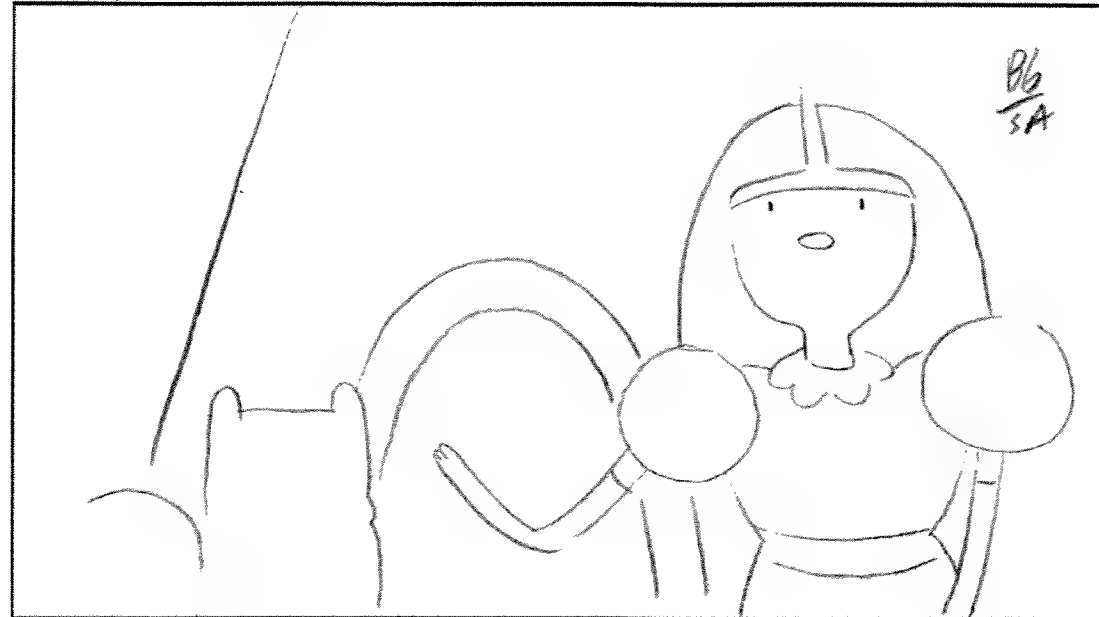
day night



Sc. **170 cont** Pnl. **E**

Bg.

day night



Page **233**

*Handwritten:* Hu cut

*Handwritten:* 1014-151

EPISODE #

*Handwritten:* 1014/151

Dialog:

**(PB)**: JAMES

**(PB)** --with this new James I  
whipped up in the lab.

Action:

*Handwritten:* Flip gesture



JUN 27 2013

Timing:

Production :

1014/151

1014/151

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1014/151

Ho Cut

# ADVENTURE TIME



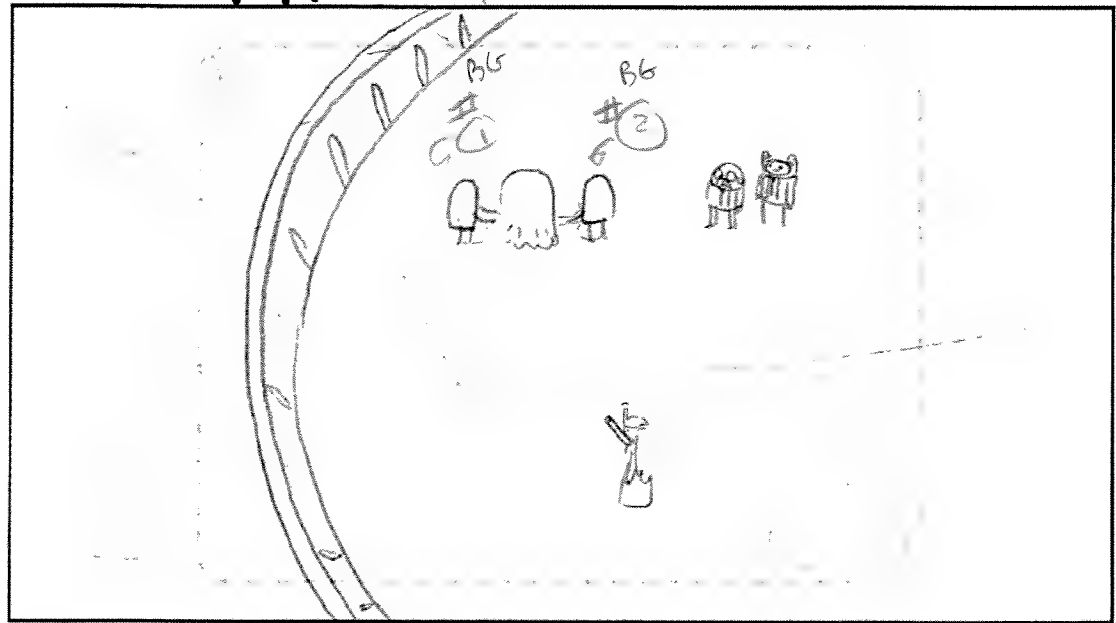
Sc.

171

Pnl. A

Bg.

day night



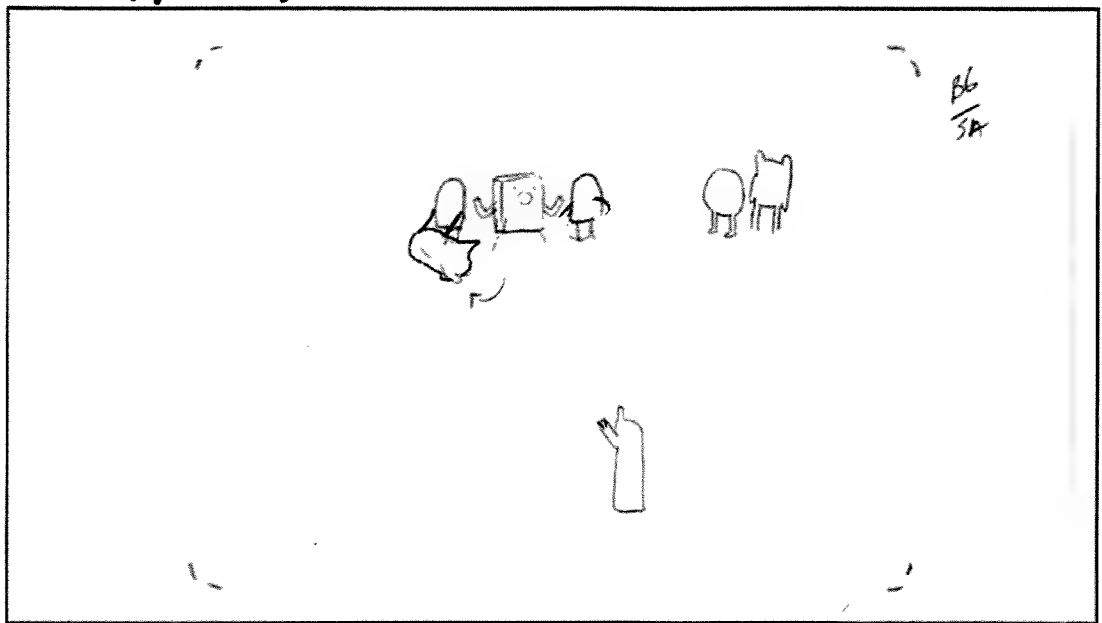
Sc.

171 cont

Pnl. B

Bg.

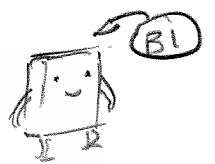
day night



Page 234

Ho Cut

Dialog:



Action:

- BANANA GUARDS , RIPS off sheet .

Timing:

JUN 27 2013

EPISODE # 1014-151

Production :

1014/151

1014/151

Ho  
cut

ADVENTURE TIME



Sc.

172

Pnl.

A

Bg.

day night

Sc.

172 CONT

Pnl.

B

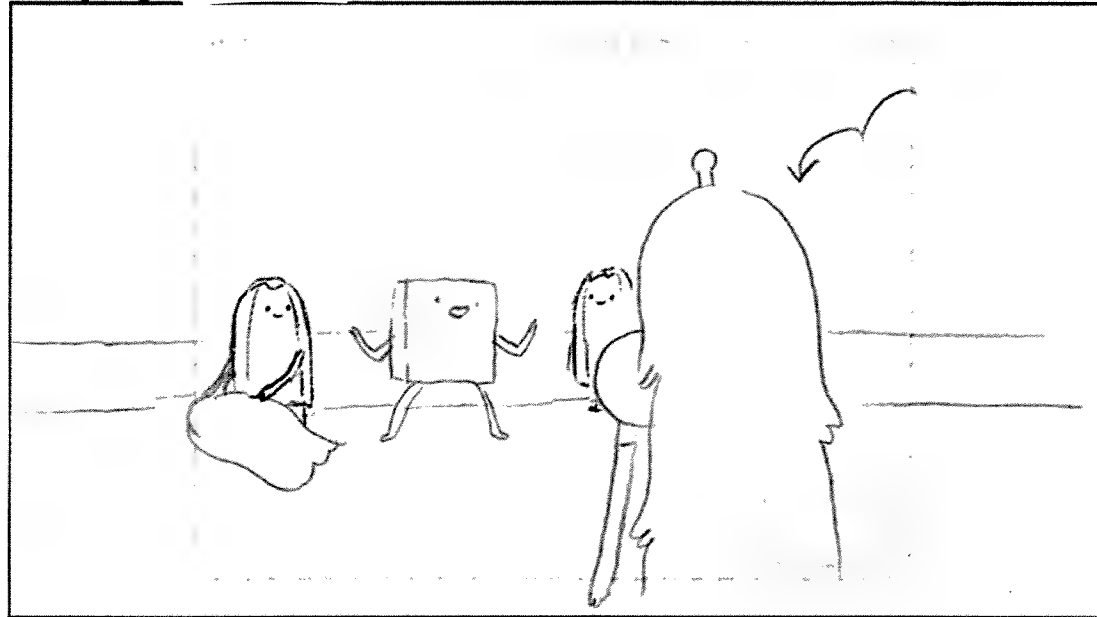
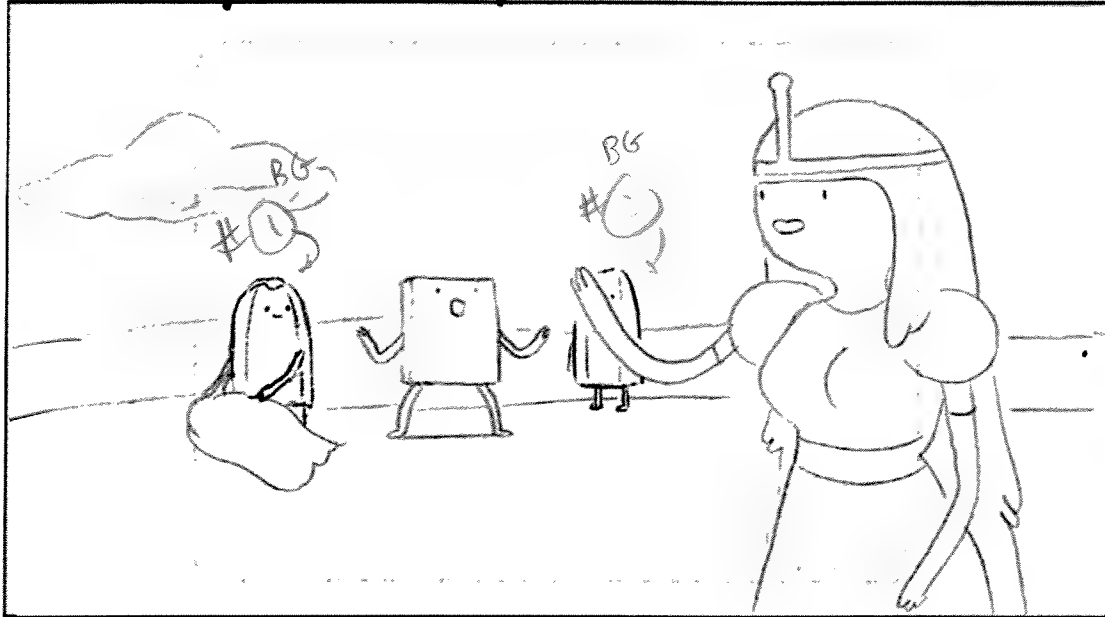
Bg.

Page

235

day night

Ho  
cut



Dialog:

James/ Vrrrt vrrt!

Action:

- PB WALKS TO JAMES

JUN 27 2013

Timing:

EPISODE #

1014-151

Production :

1014/151

1014/151

PB cut

# ADVENTURE TIME



Page

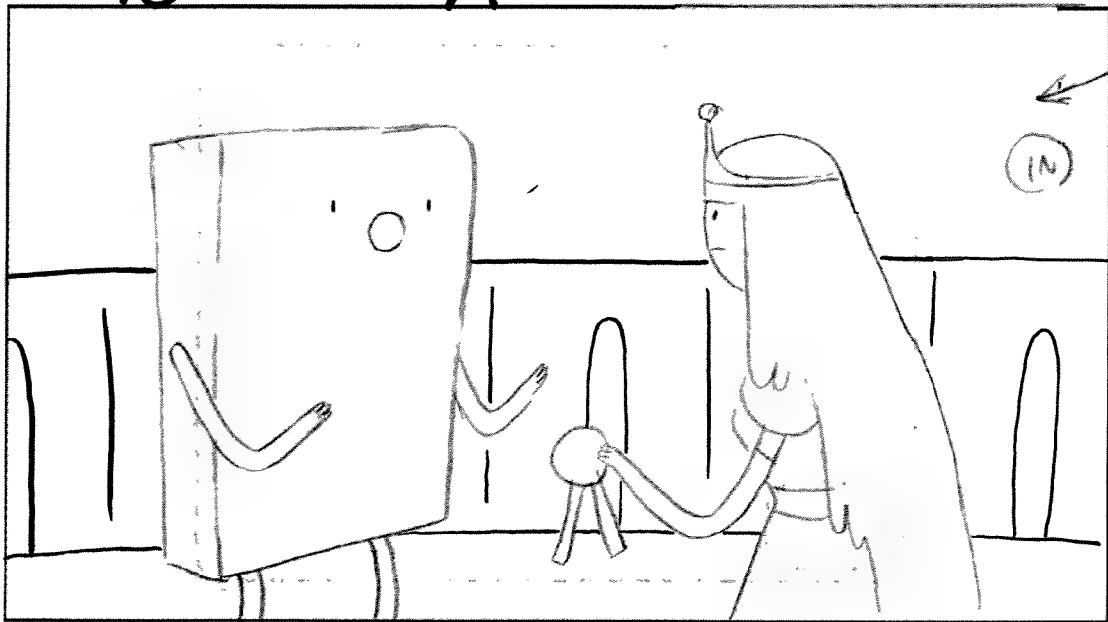
236

Sc. 173

Pnl. A

Bg.

right

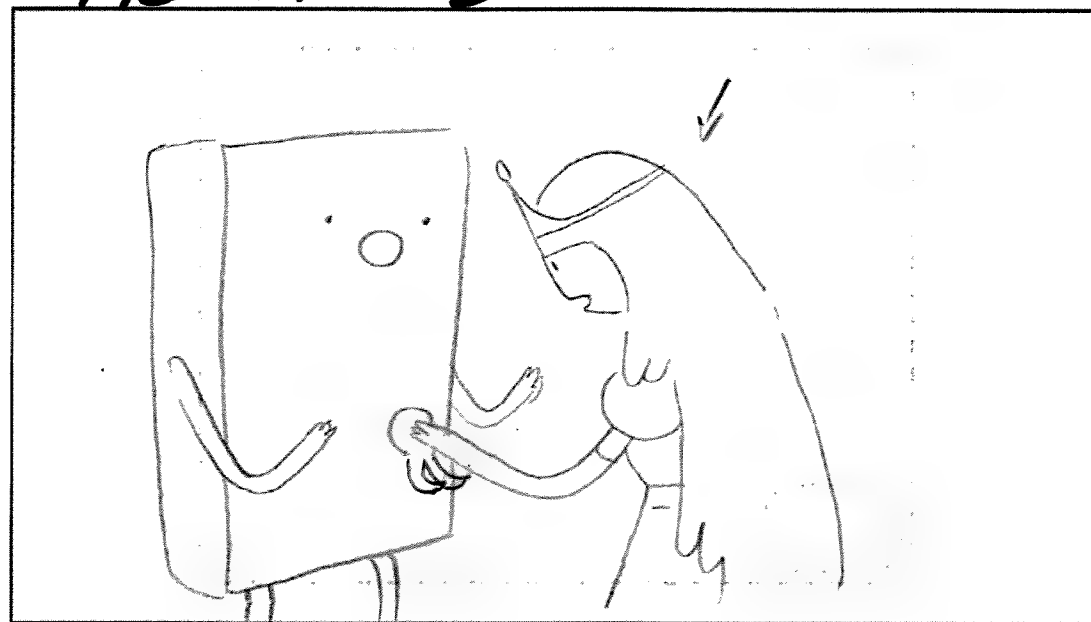


Sc. 173 CONT

Pnl. B

Bg.

day night

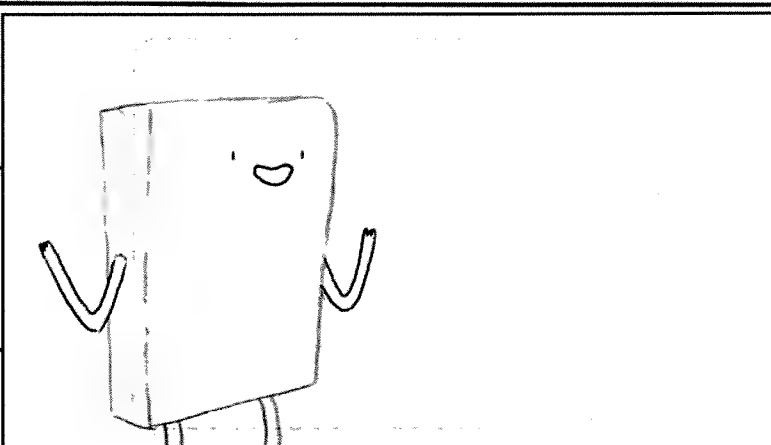


Dialog:

PB - Here you go, James,  
AN AWARD FOR BRAVERY

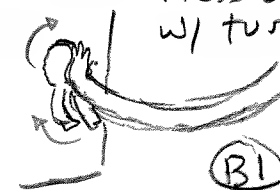
Action: -PB WALKS ON/S.

Timing:



-PB PINS MEDAL TO JAMES

PRESS ON MEDAL  
w/ TURN HAND



JUN 27 2010

EPISODE #

1014-151

1014/151

Production :

1014/151

# ADVENTURE TIME



Sc. 173 CONT Pnl. C

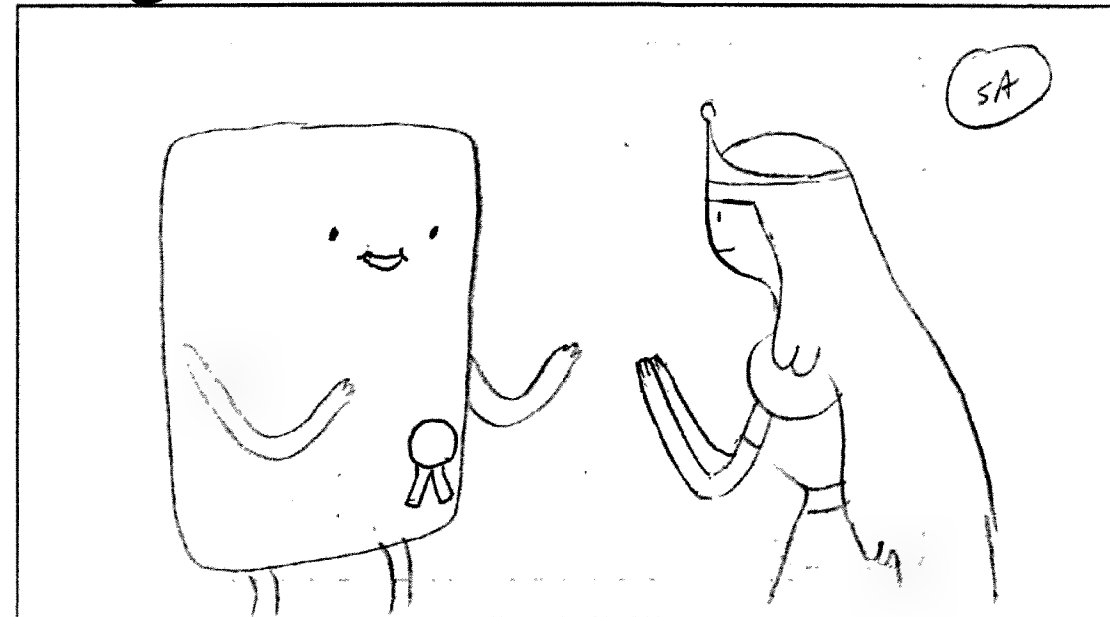
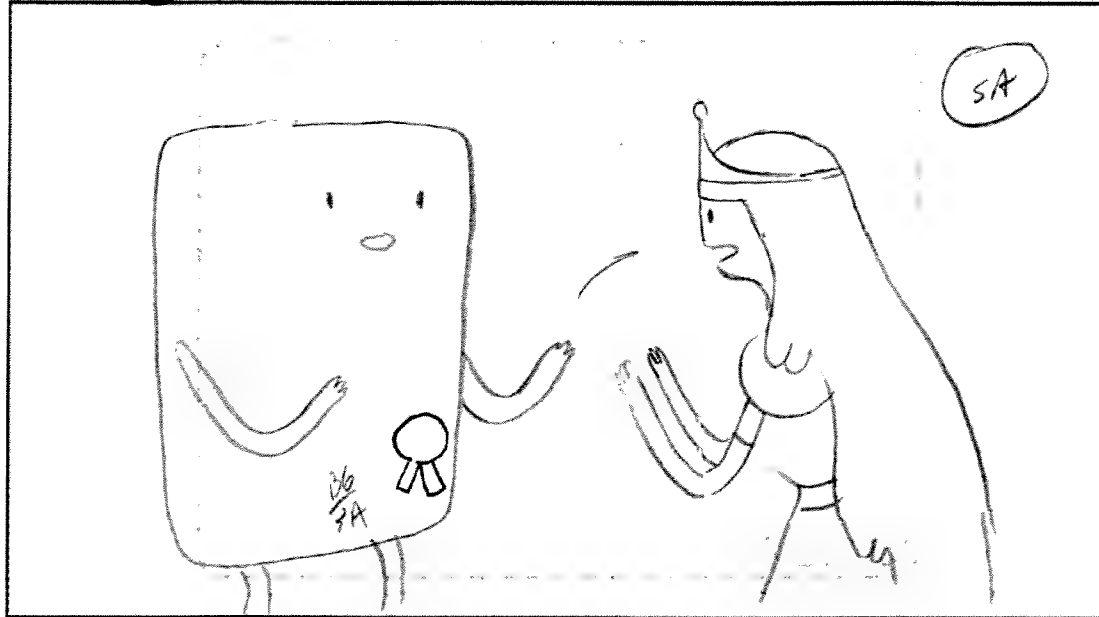
Bg.

day night

Sc. 173 CONT Pnl. D

Bg.

Page 237  
day night



Dialog:

(PB) LET'S HEAR IT FOR JAMES!

Action:

- PB APPLAUDS.  
- JAMES LOOKS AT MEDAL.

JUN 27 2013

Timing:

EPISODE #

1014-151

1014/151

Production :

1014/151

1014/151

Ho  
Cut

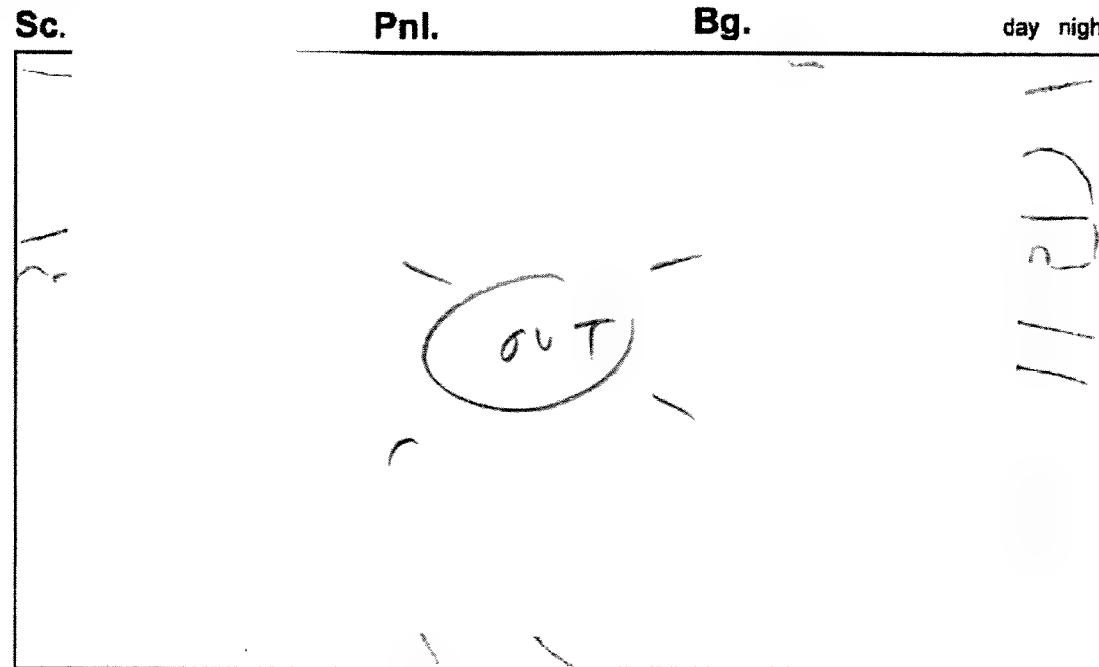
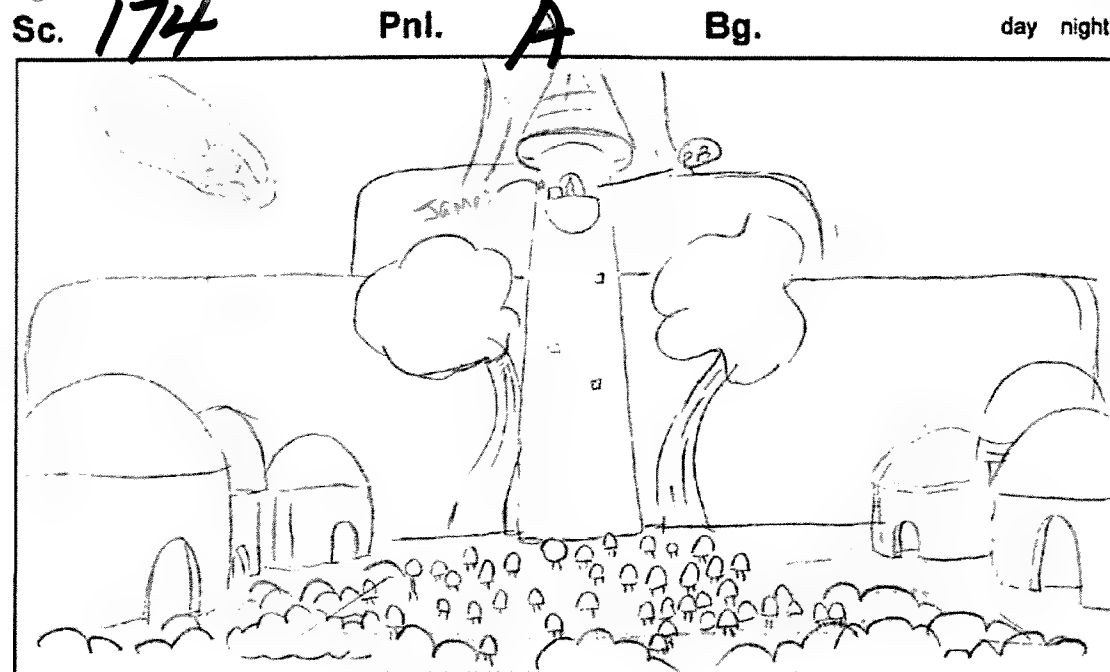
# ADVENTURE TIME



Cut

Page

238



Dialog:

CANDY:  
PEOPLE: [CROWD - cheers]!

Action:

Timing:

JUN 27 2013

EPISODE # 1014-151

Production :

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Cut

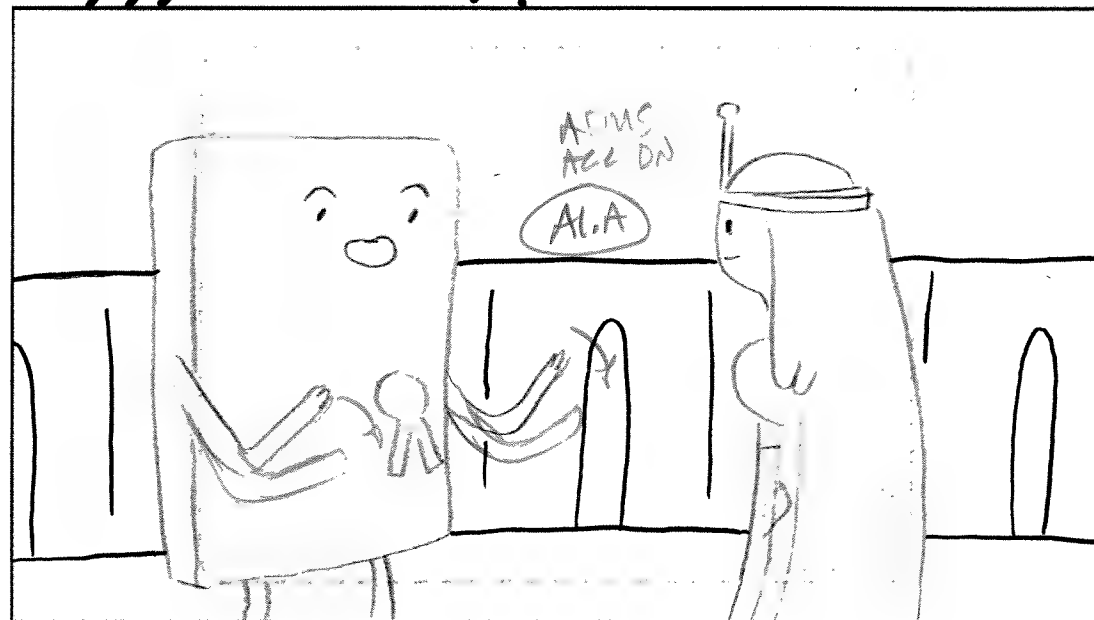
# ADVENTURE TIME



Sc. **175** Pnl. **A** Bg. day night



Sc. **176** Pnl. **A** Bg. day night



Dialog:

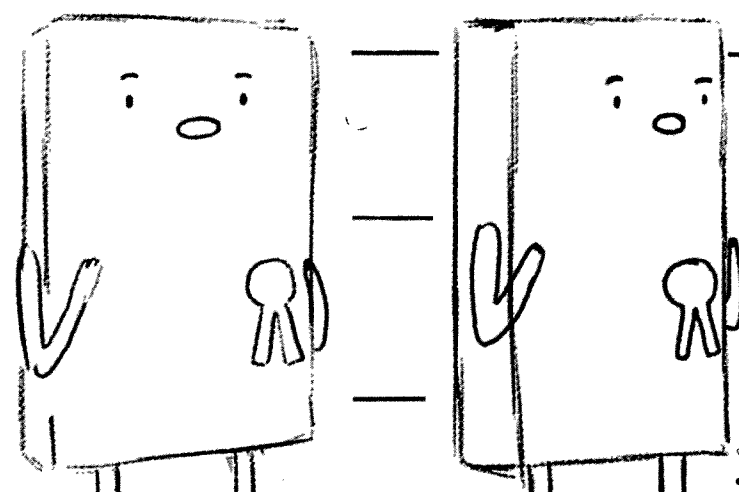
② IS THIS RIGHT OR  
WRONG... I CAN'T TELL

Action:

Ⓐ

Timing:

Ⓐ JAMES: HEY COOL! DID I DO  
SOMETHING COOL?



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Ⓐ2

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# ADVENTURE TIME



no sc. 177

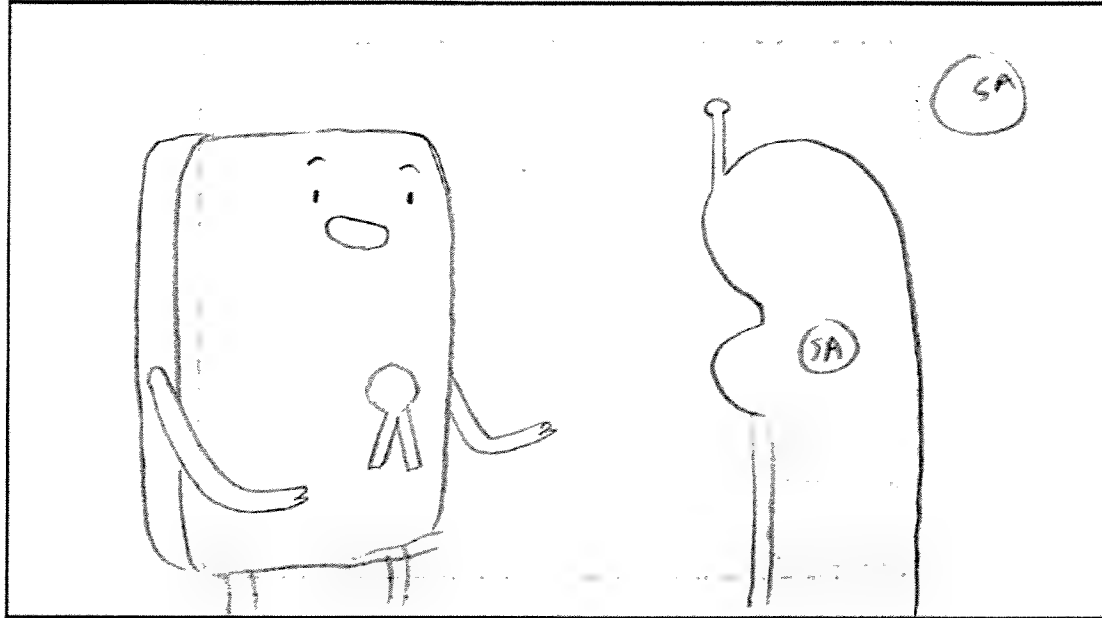
Page **240**

Sc. 176 **CONT**

Pnl. B

Bg.

day night



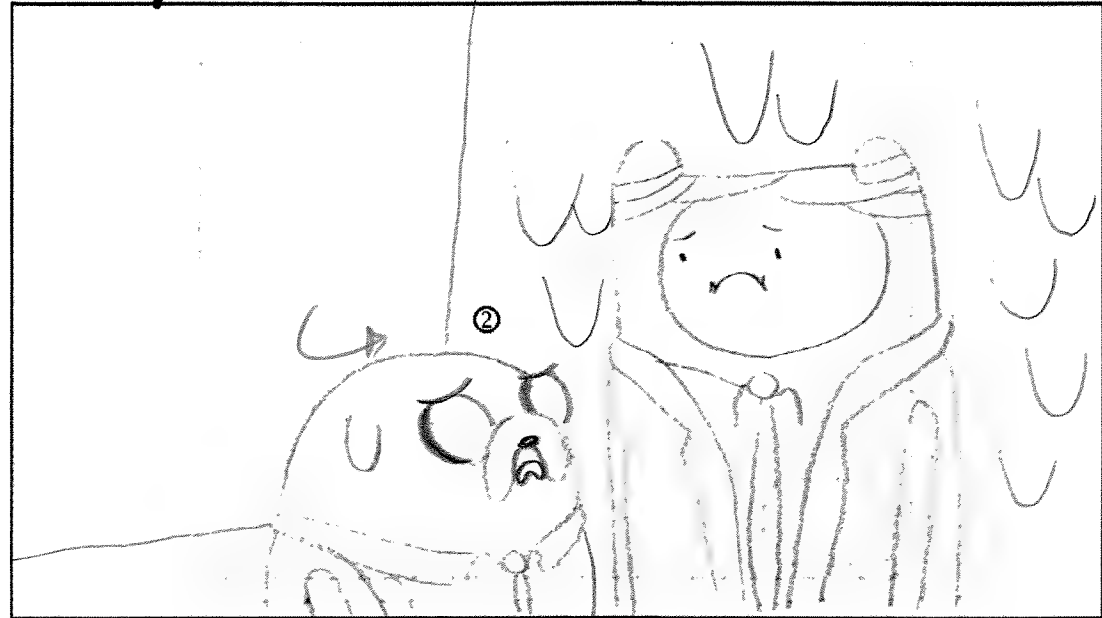
Sc. **178**

Pnl.

**A**

Bg.

day night



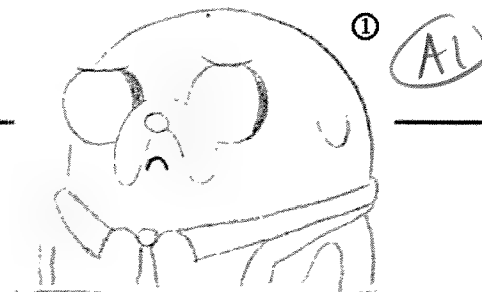
Dialog:

(QUESTIONING)  
⑤ DO I DO something cool?  
A

⑤ I DUNNO MAN.

Action:

Timing:



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# ADVENTURE TIME



Page

241

Sc.

179

Pnl.

A

Bg.

day night

Sc.

179

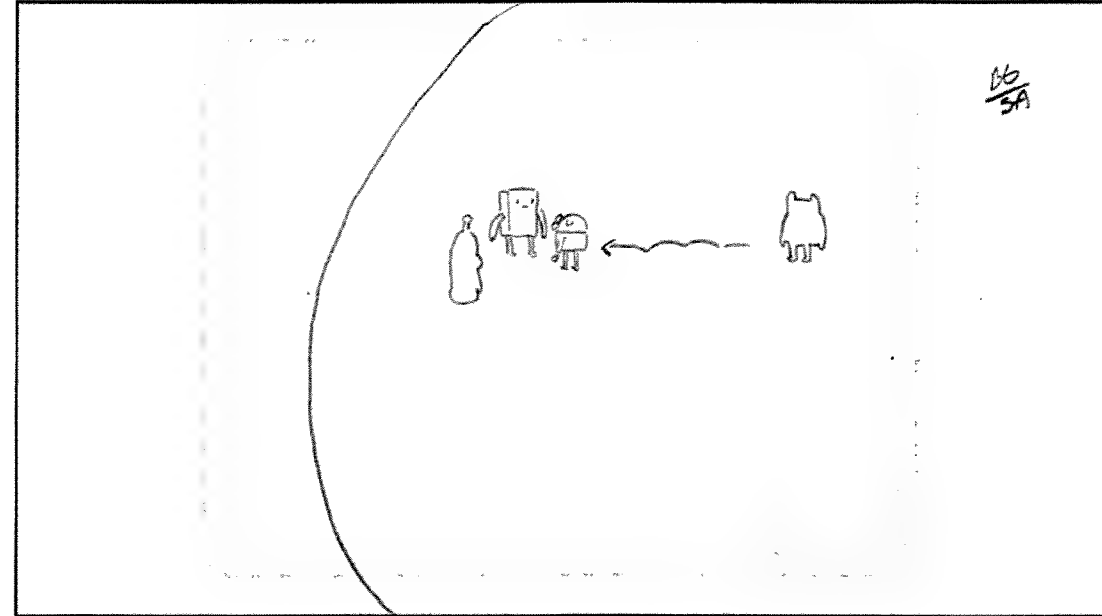
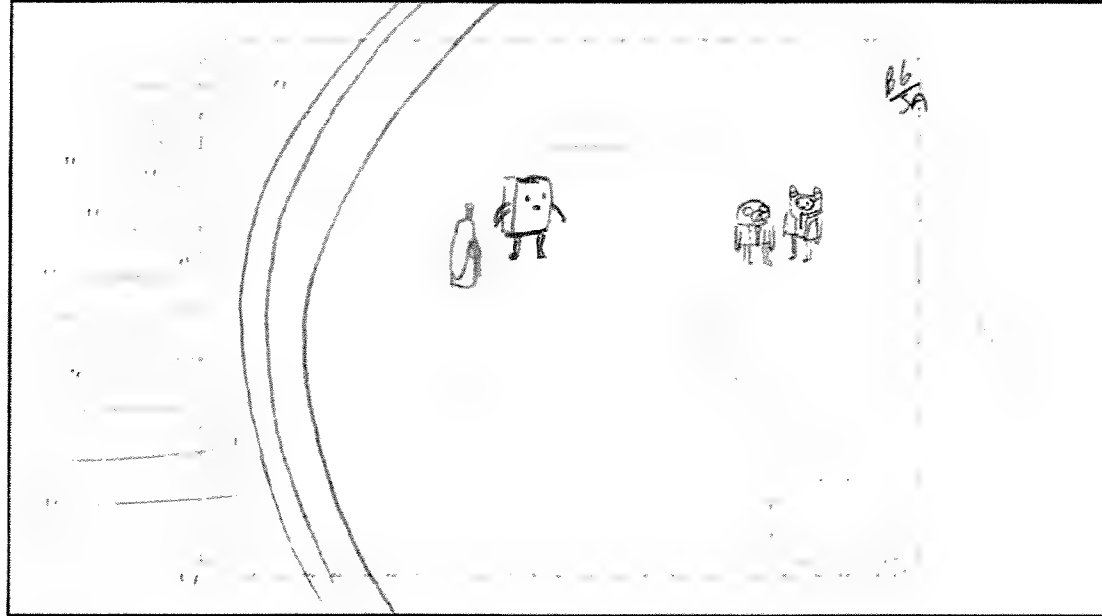
CONF

Pnl.

B

Bg.

day night



Dialog:

Action:

JAKE WALKS OVER TO JAMES

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Timing:

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# ADVENTURE TIME



Page 242

Sc.

180

Pnl.

A

Bg.

day night

Sc.

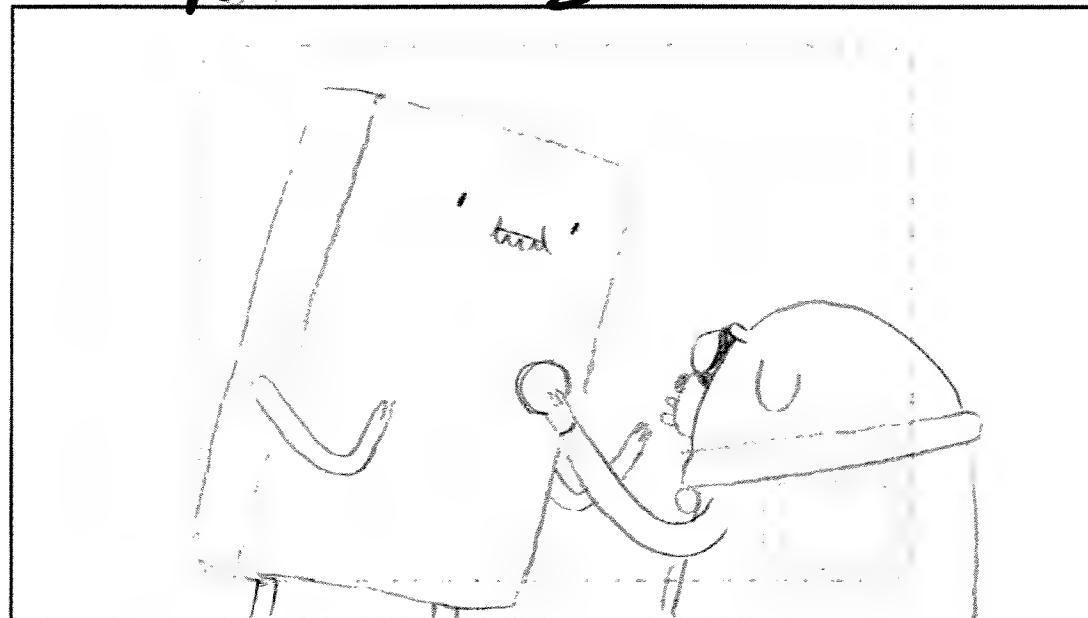
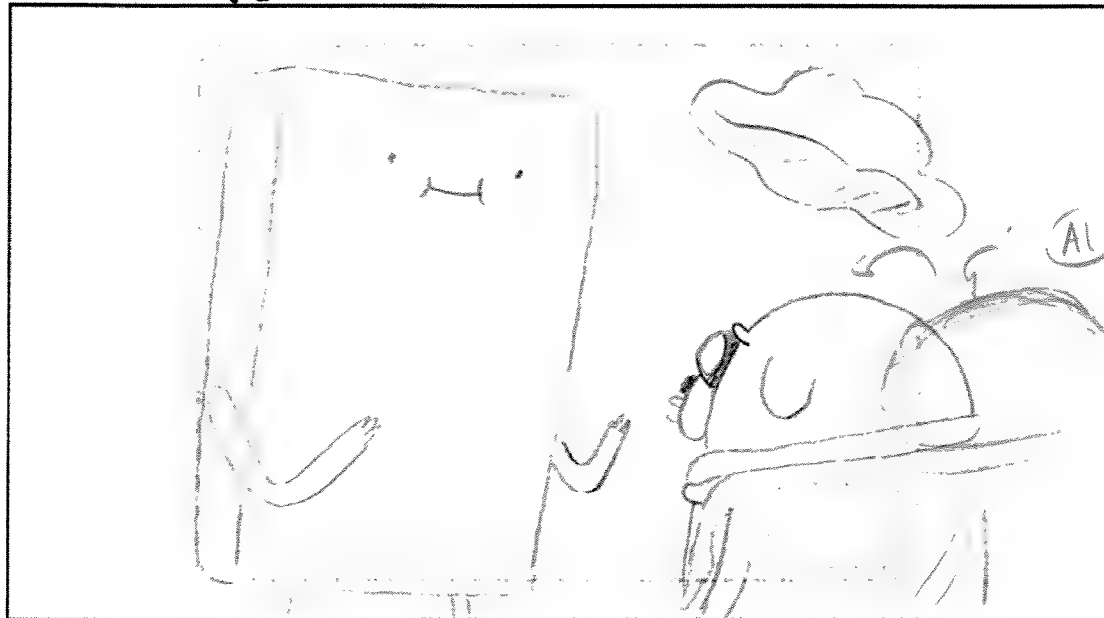
180 cont.

Pnl.

B

Bg.

day night

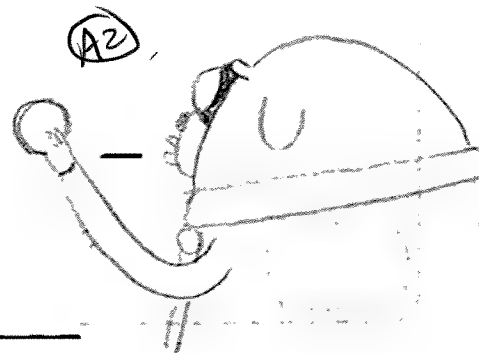


Dialog:

JAKE: HERE'S YOUR COIN, JAMES

⑤ VRRRT

Action:



JAMES BENDS TO  
SEE COIN

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Timing:

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# ADVENTURE TIME

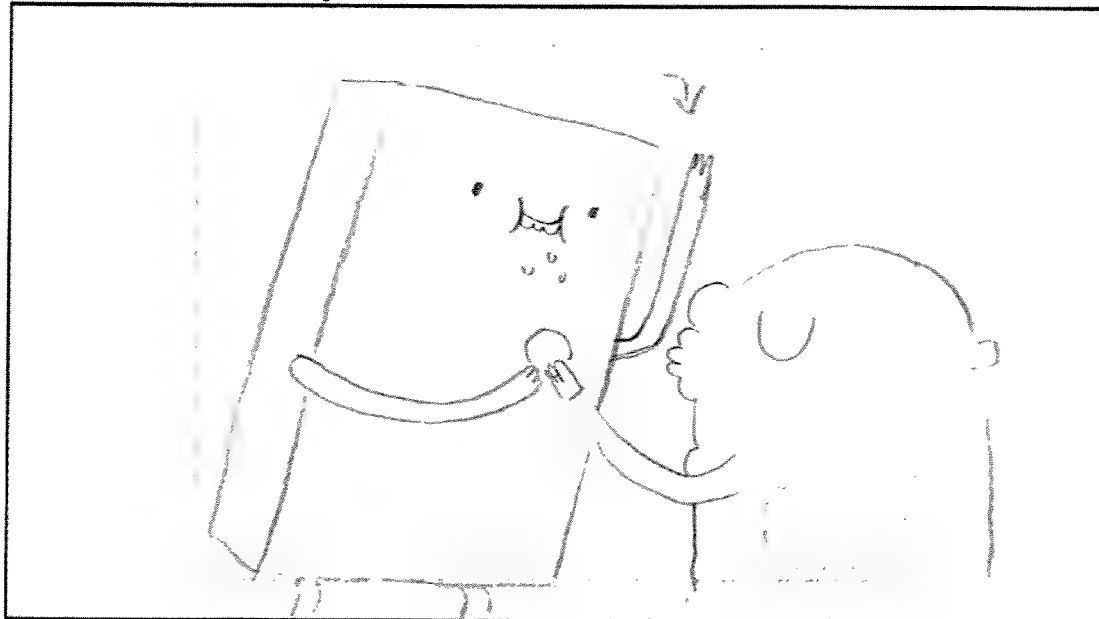


Sc.

180 cont Pnl. C

Bg.

day night



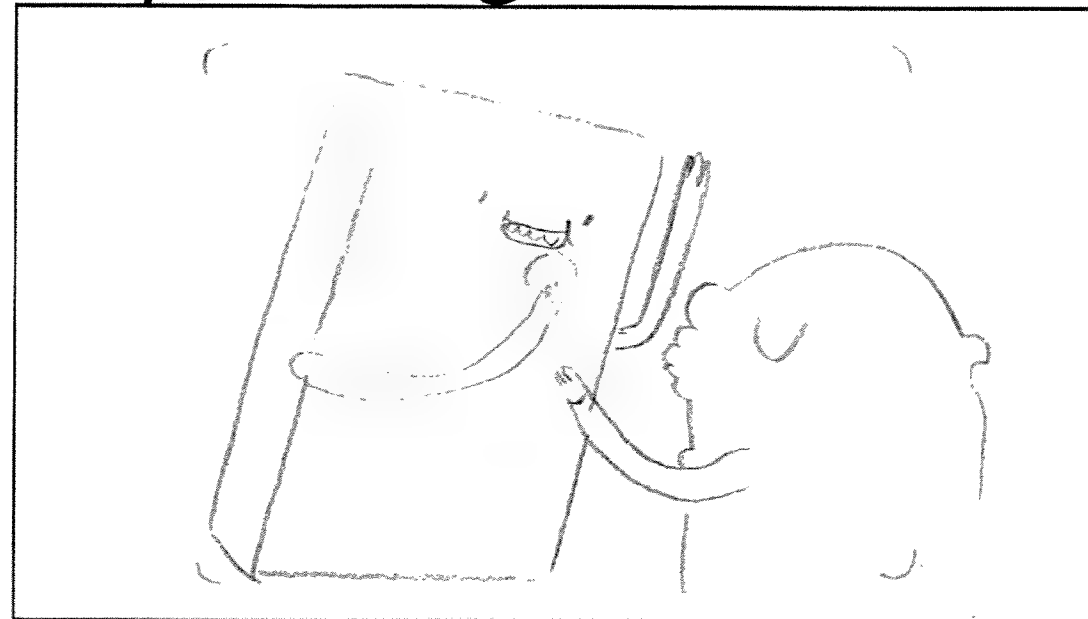
Sc.

180 cont Pnl. D

Bg.

Page

day night



Dialog:

(S) VRRRT

Action:

- JAMES BENDS, GRABS COIN

Timing:

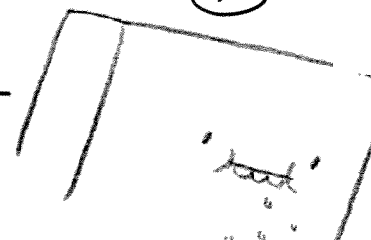
(S) VRRRT.

(S) WOW! THIS DAY  
GETS BETTER AND  
BETTER!

(DI)

- JAMES FAISES  
COIN

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Ho  
Cut

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HW  
CUT

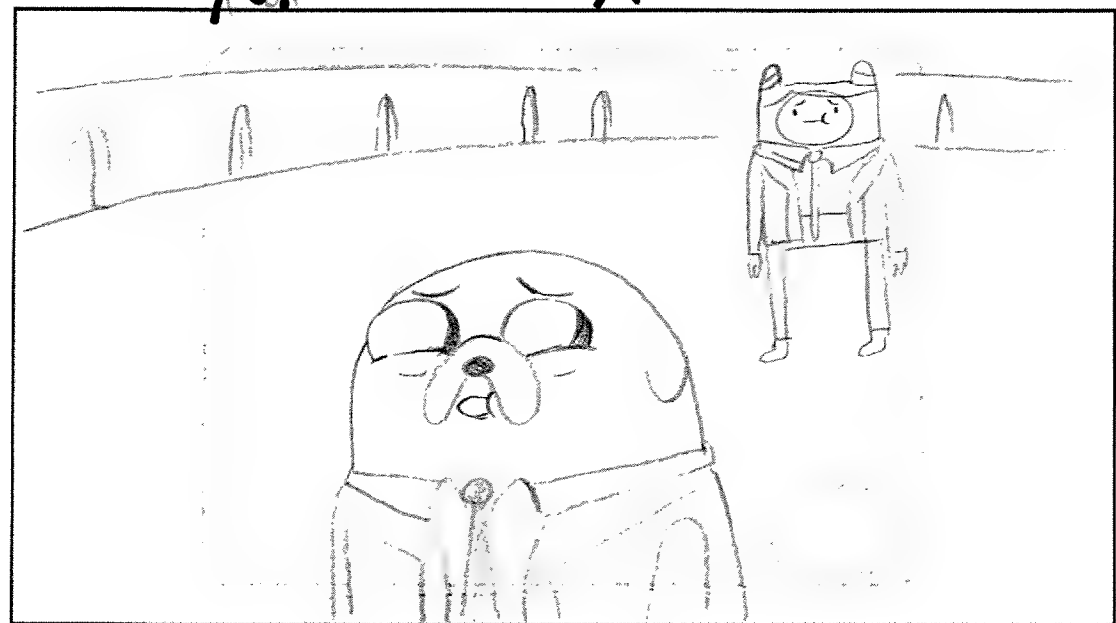
# ADVENTURE TIME



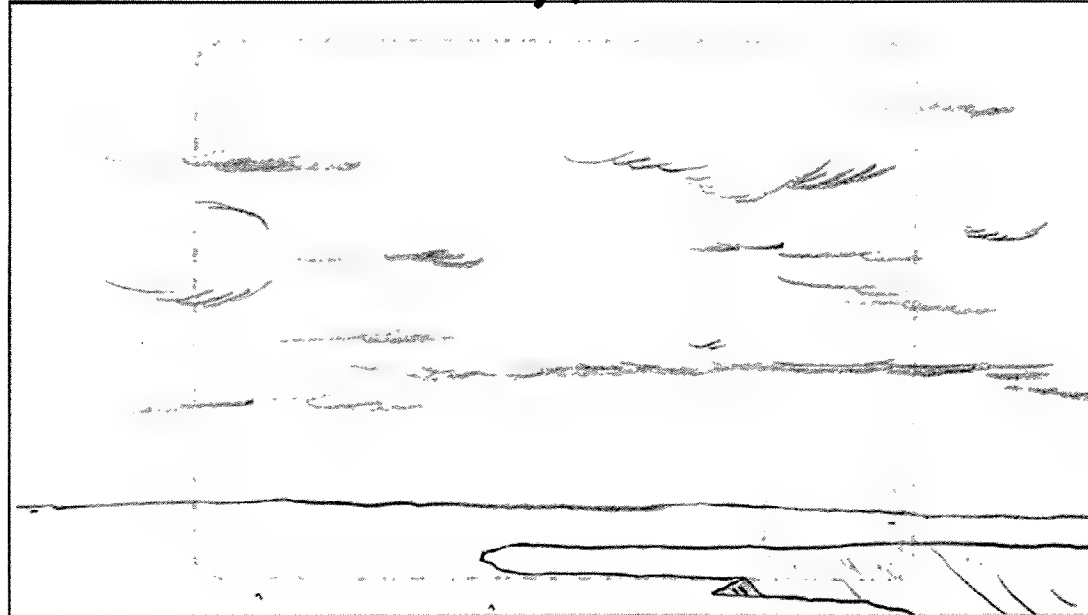
CUT

Page **244**  
**344** not  
CUT

Sc. **181** Pnl. **A** Bg. day night



Sc. 181A Pnl. **A** Bg. day night



Dialog:	(uncomfortable laugh) ⑤ Heh...
Action:	JUN 27 2013
Timing:	

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Cut

ADVENTURE TIME

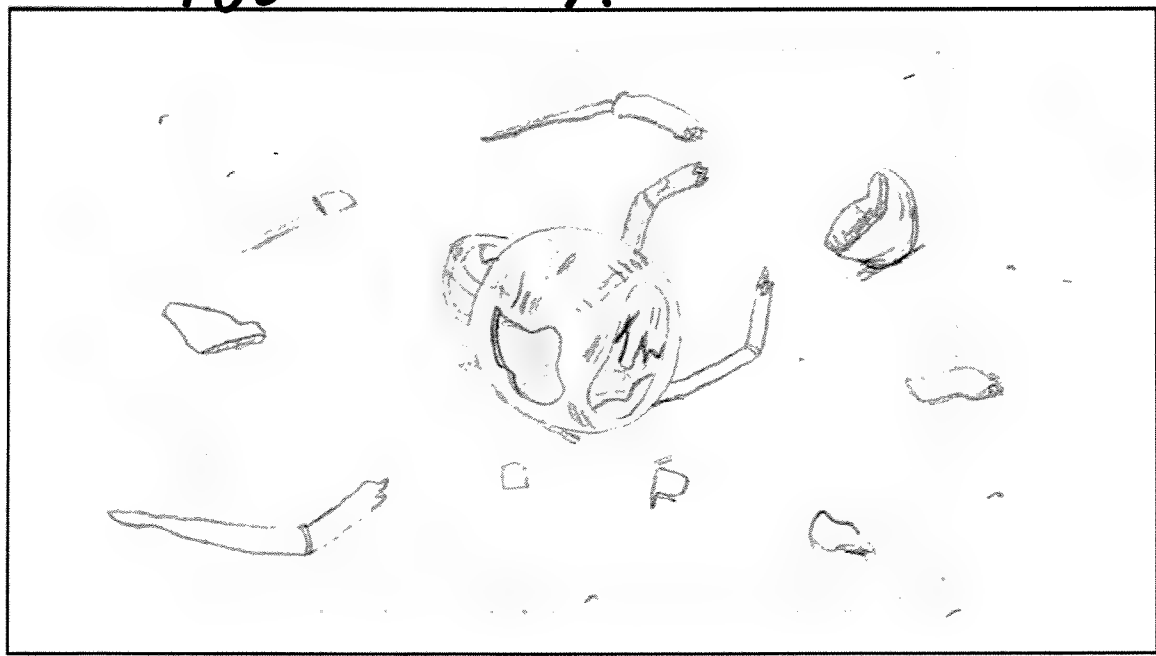


Cut

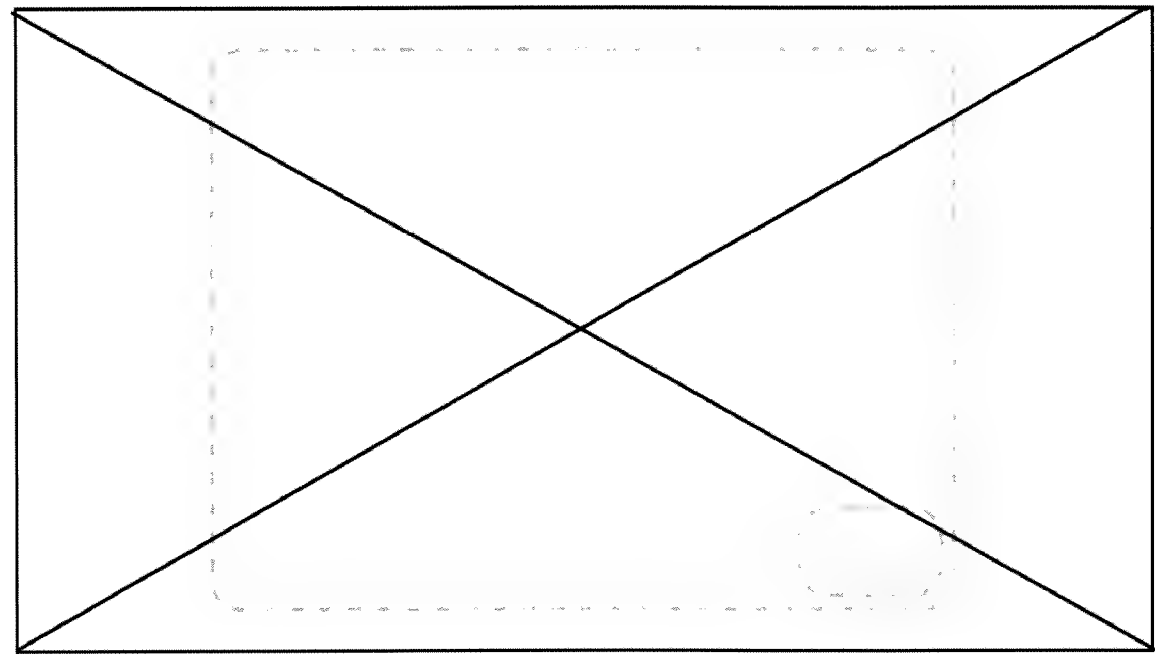
NO SC  
183

Page 244A  
245 NEXT  
day night

Sc. 182 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: (ship destroyed)
Timing:

JUN 27 2013

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Production :

ADVENTURE TIME



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Sc. Pnl. Bg. day night

*cut*

Sc. 184 Pnl. A Bg. day night

Dialog:
Action: <u>EDGE OF THE CRATER</u>
Timing: <u>JUN 27 2015</u>

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# ADVENTURE TIME



Hu  
Curt

Page **246**

Sc.

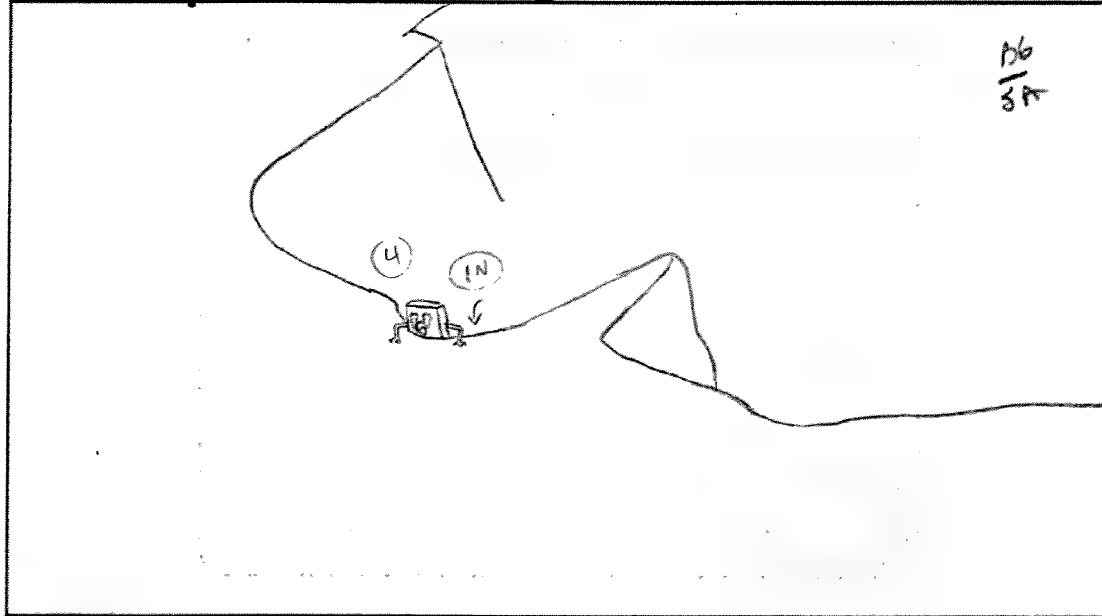
**184 cont**

Pnl.

**B**

Bg.

day night



Sc.

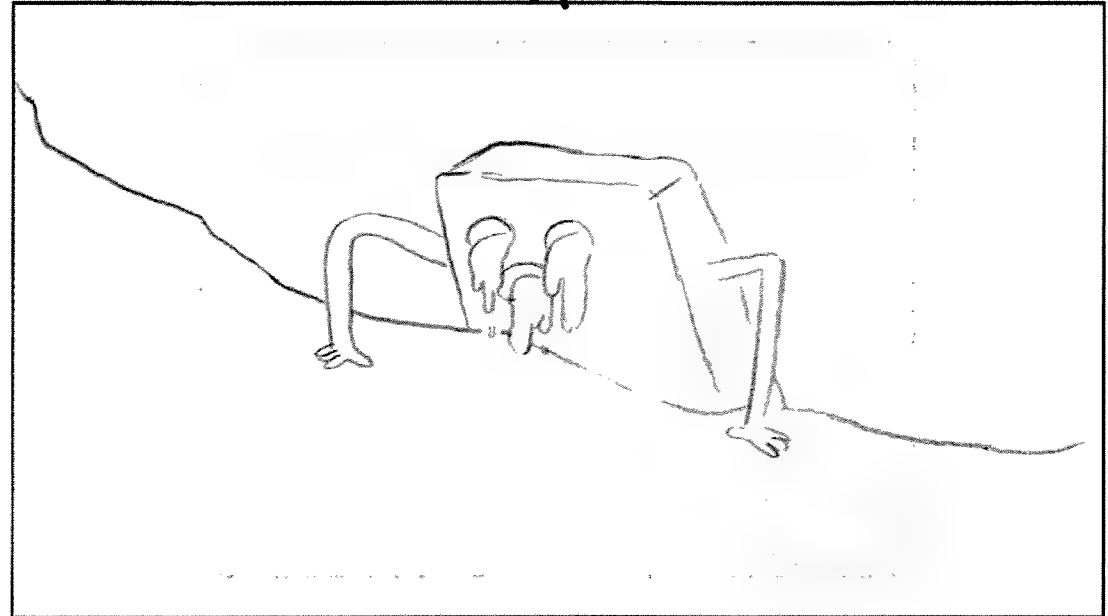
**185**

Pnl.

**A**

Bg.

day night



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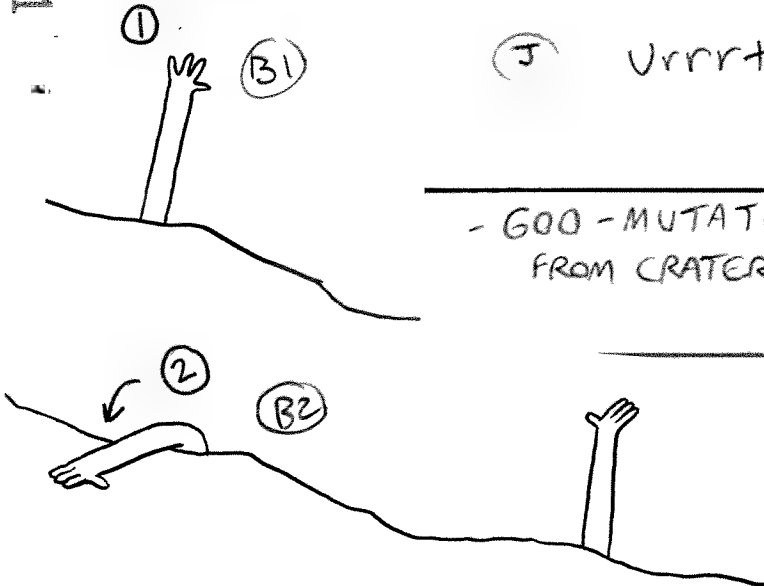
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① (B1)

(J) Vrrrt.

- GOO - MUTATED JAMES EMERGES FROM CRATER



③ (B3)



(J) Vrrrt

- GOO JAMES REACHES FORWARD LIKE ROBOT.

(A1)

(A2)



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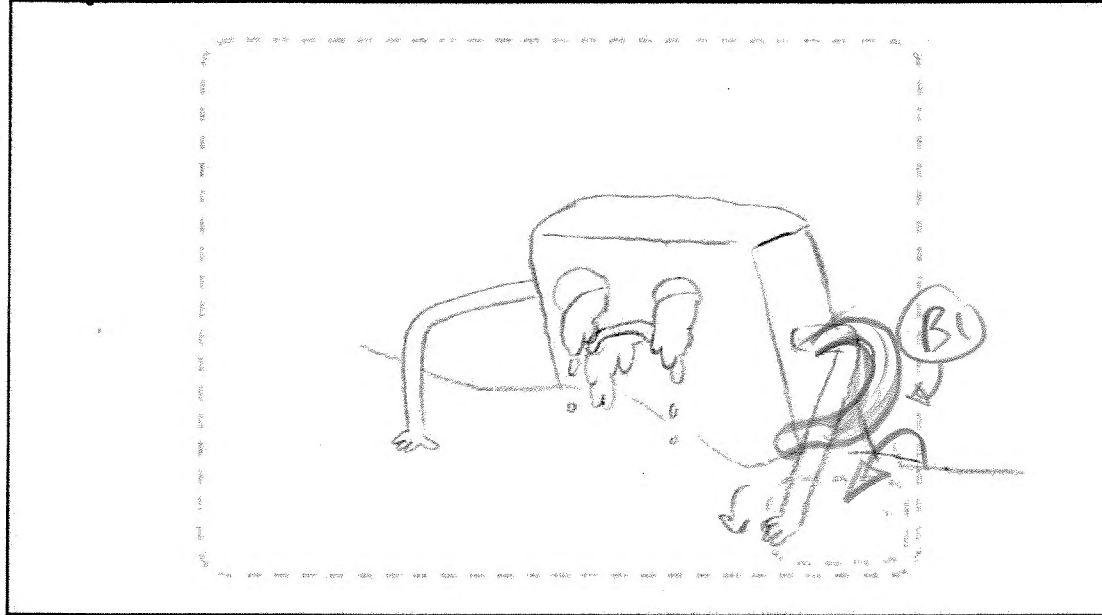
# ADVENTURE TIME



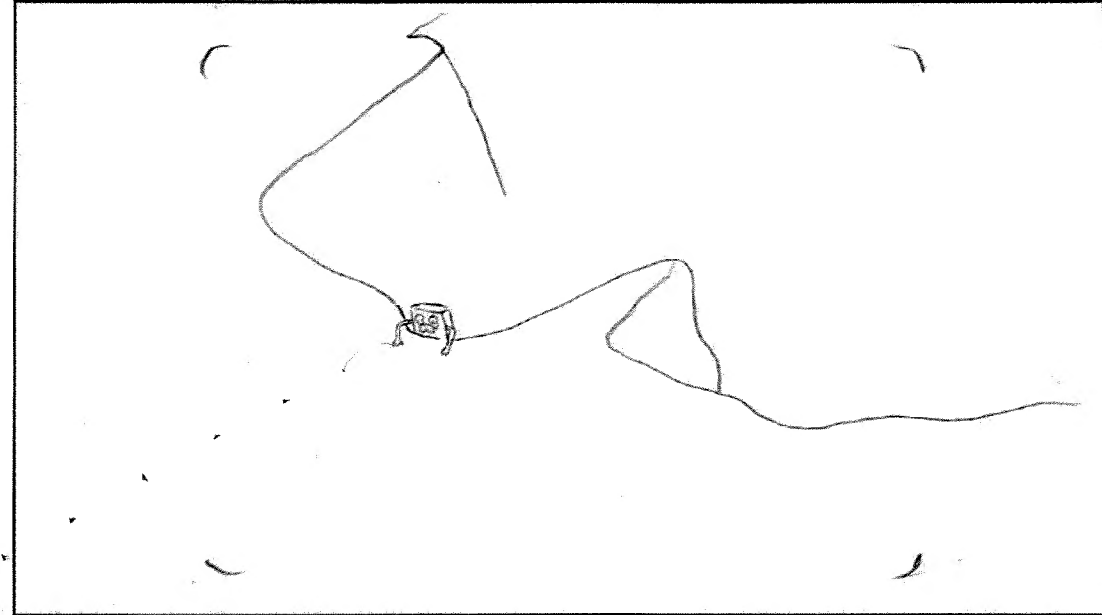
140  
cut

Page **247**

Sc. **185 CONT** Pnl. **B** Bg. day night

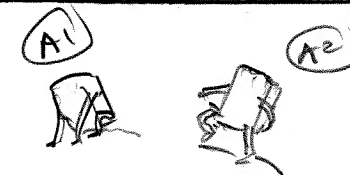


Sc. **186** Pnl. **A** Bg. day night



Dialog:

③ vrrrt



Action:

Timing:

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Production :

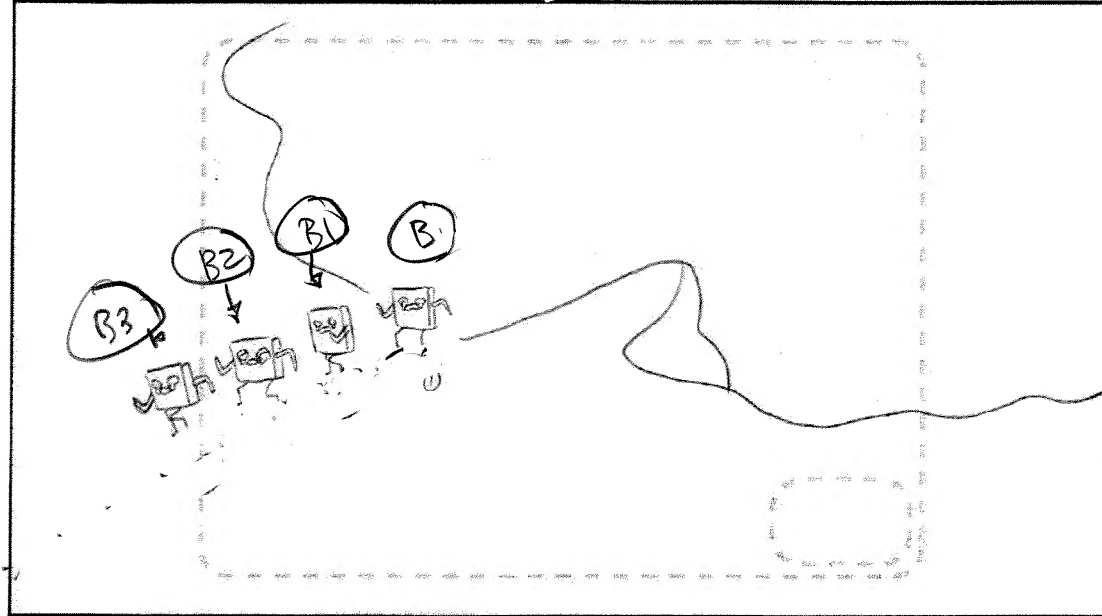
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# ADVENTURE TIME



Sc. 186 CONT Pnl. B

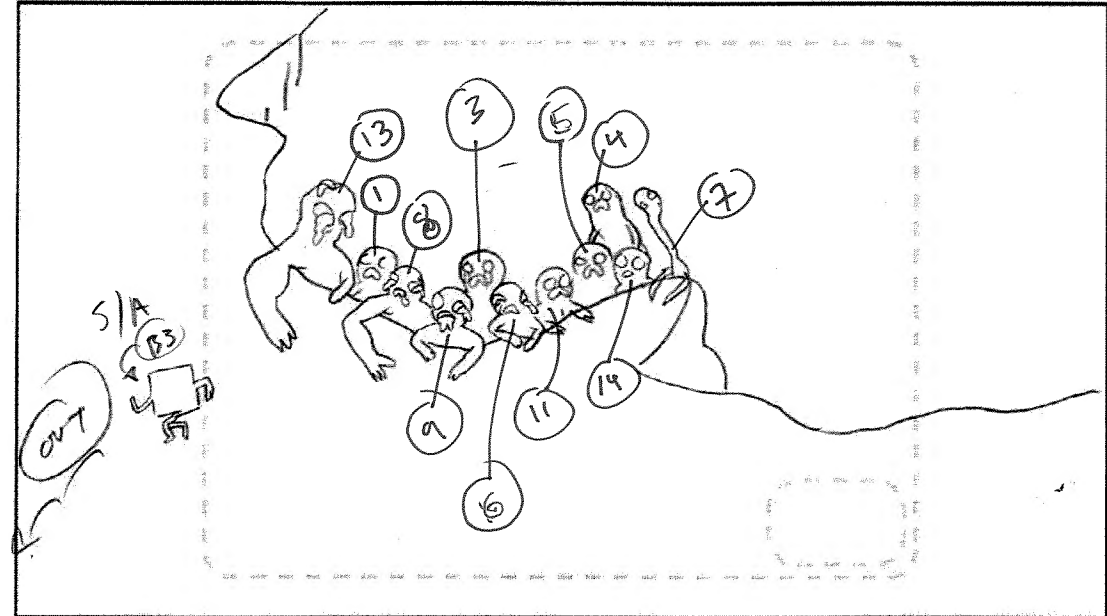
day night



Sc. 186 CONT Pnl. C

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day night



Dialog:

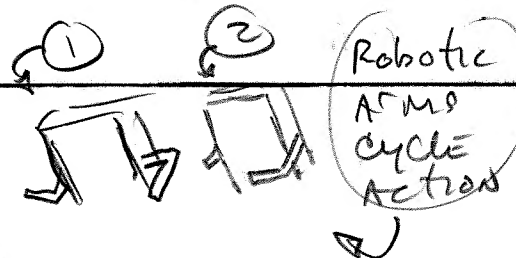
5

- 1 vrrt
- 2 vrrt
- 3 vrrt
- 4 vrrt
- 5 vrrt

Action:

- JAMES ROBOT WALKS FORWARD.

Timing:



600 MONSTERS (LOW GROUND)

- 600 MONSTERS EMERGE

- JAMES WALK OUT OF

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Production :

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# ADVENTURE TIME

Sc.

187

Pnl.

A

Bg.

day night

Sc.

187 CONT

Pnl.

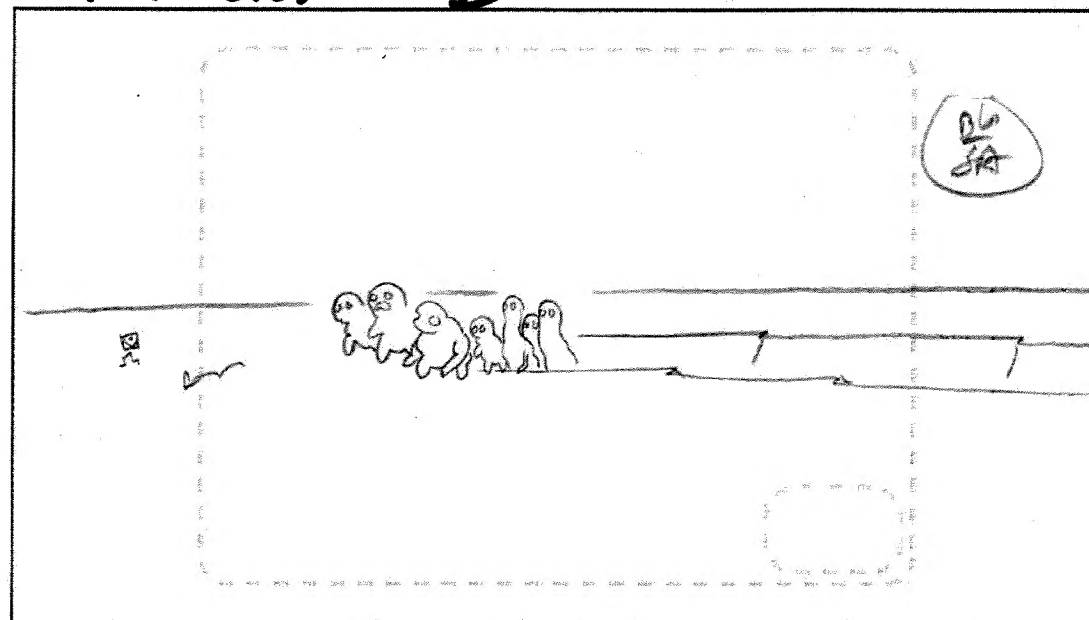
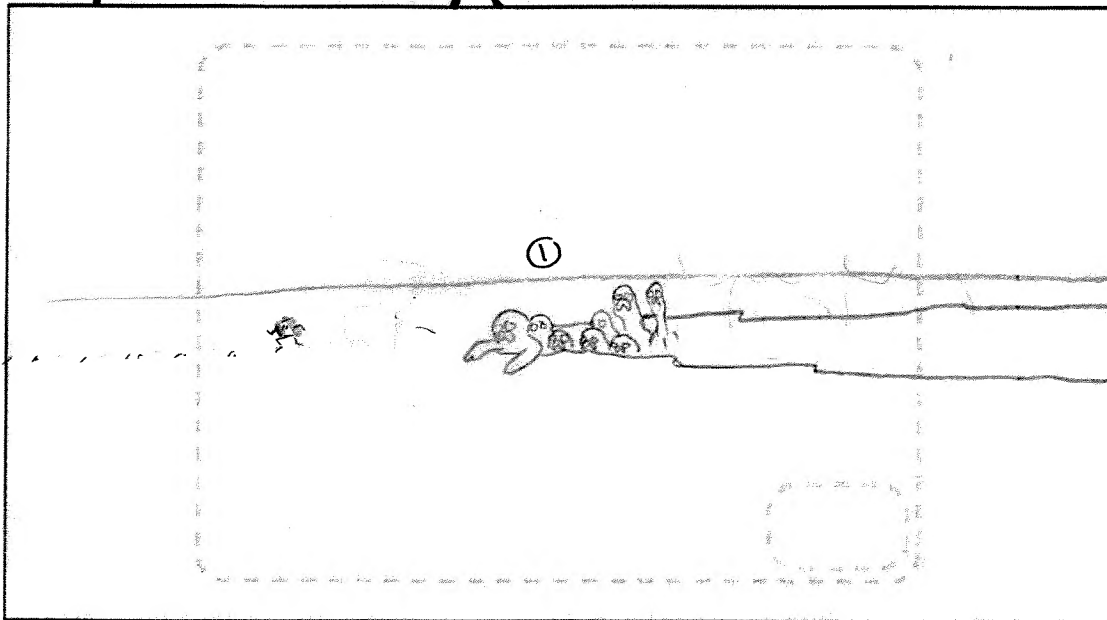
B

Bg.

Page

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day night

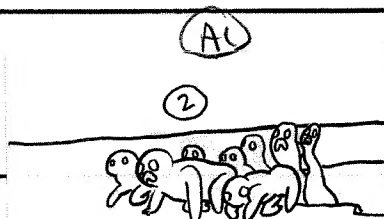


Dialog:

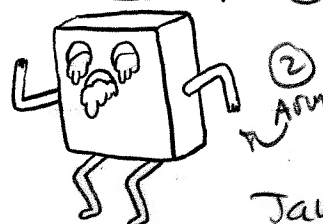
(J) urrt - urrt - urrt

(J) urrt urrt urrt

Action:



JAMES DETAIL POS A



ARMS

GOO MONSTERS: (GROAN)

1

JAMES shift  
ARMS MECHANICALLY

Cycle POSES 1/2

- MONSTERS FOLLOW  
JAMES OUT OF CRATER.

Timing:

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# ADVENTURE TIME



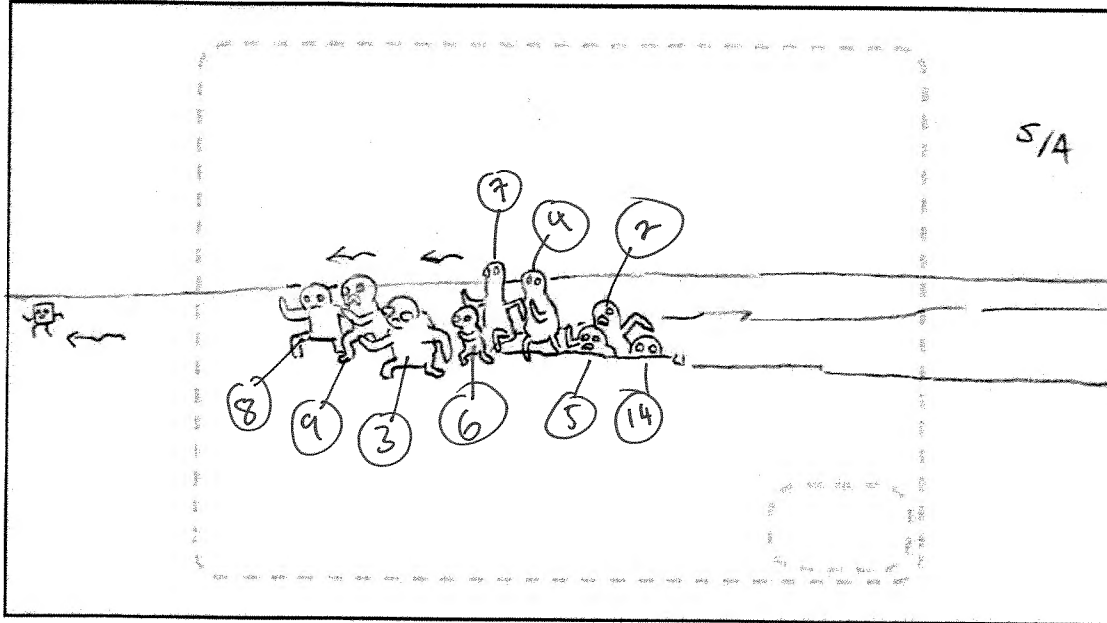
Sc. 187 cont

Pnl. C

Bg.

day night

Page 250  
day night

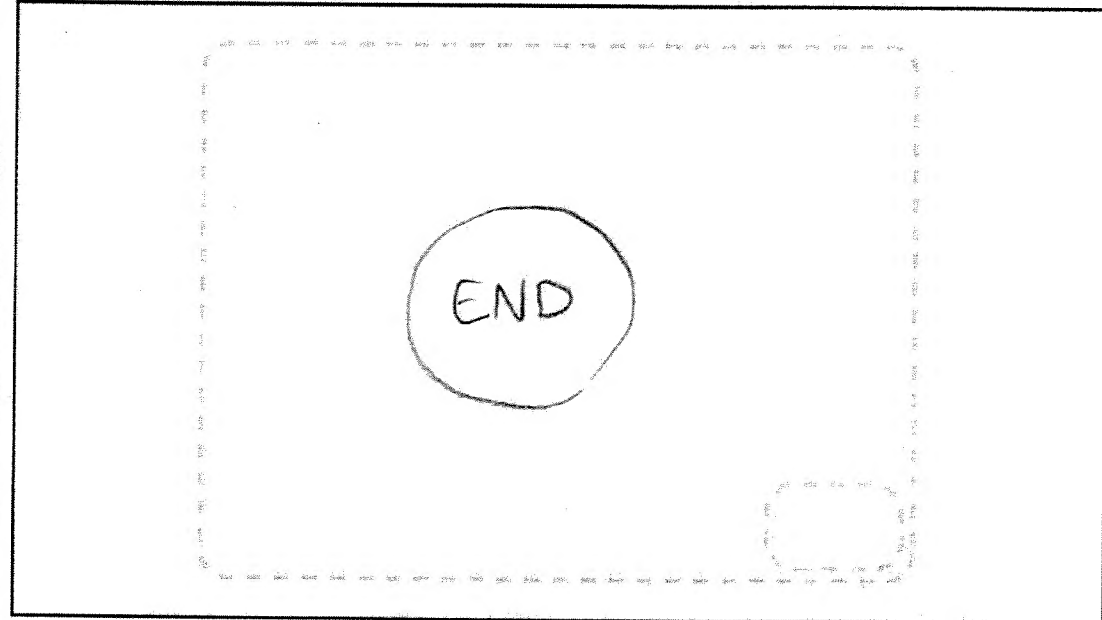


Sc.

Pnl.

Bg.

day night



Dialog:

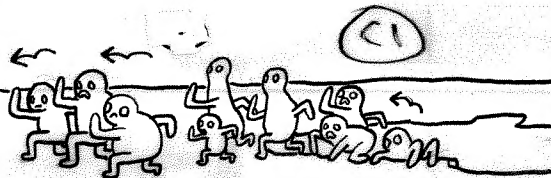
GOO MONSTERS : (LIKE JAMES)  
VRT-VRT-VRT

\* Goo monsters shift arms mechanically  
S/A JAMES USE HIS TIMING & OFFSET CYCLES

Action:

- GOO MONSTERS WALK LIKE JAMES.

Timing:



TOP

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